

Computer Science: Introduction to Digital Game Graphics

Identify the target audience of a game **GD2.1**

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Explain impact of “feature creep” on production **GD2.2**

2 Explain impact of “feature creep” on production **GD2.2**

Explain the interdependence of team members between artistic, technical and production disciplines **GD2.3**

3 Explain the interdependence of team members between artistic, technical and production disciplines **GD2.3**

Explain the purpose of prototyping **GD2.4**

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Outline in detail the process of developing a game from concept to delivery and support **GD2.5**

5 Outline in detail the process of developing a game from concept to delivery and support **GD2.5**

Describe each step of the production process **GD2.6**

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7 Explain how the project is going to be managed according to a milestone plan **GD2.7**

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9 Utilize the production pipeline in the development of a game GD2.9

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Conceptualize and illustrate original game characters and assets GD2.14

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15 Utilize illustration to create assets GD2.15

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16 Establish a standard for world scale GD2.16

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17 Create a storyboard for planning animation GD2.17

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18 Change an object's state or position over time GD2.18

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19 Establish an object's relative speed GD2.19

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Explain color theory [GD2.24](#)

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Describe the role of perspective [GD2.26](#)

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Recognize the importance of and implement continuity of art style [GD2.30](#)

Describe environments within a game [GD2.31](#)

Compare the process of creating an interior vs

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33 Identify components in an environment GD2.33

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environment** GD2.34

34 Generate terrains for a specific environment GD2.34

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assets** GD2.35

35 Create hard surface assets GD2.35

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environment** GD2.36

36 Create an environment GD2.36

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specific
environment** GD2.37

37 Develop organics for a specific environment GD2.37

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38 Describe archetypes of characters GD2.38

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characters** GD2.40

40 Compart and contrast methods to design characters GD2.40

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the game** GD2.41

41 Describe the character's evolution throughout the game GD2.41

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42 Examine importance of non-player characters (NPC) GD2.42

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43 Construct character(s) for a game GD2.43

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44 Differentiate between syntax and semantics GD2.44

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48 Construct and register a callback function GD2.48

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50 Select and implement conditional control GD2.50

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51 Implement functions GD2.51

Select and implement iterations (loops, recursion,) GD2.52

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Recognize and implement sequential control GD2.53

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Design and implement user-defined data types GD2.55

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Demonstrate output to different destinations GD2.56

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57 Practice object-oriented programming (OPP) GD2.57

(OPP) GD2.57

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Discuss top-down versus bottom-up development GD2.60

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61 Generate test cases and expected results GD2.61

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62 Apply simple data structures GD2.62

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