Computer Science Games/EAE Plan

Track A: Students must test out of EAE 1030 and be Calculus-ready for Track A.

	Fall Semester			Spring Semester		
Freshman (31 credits)	CS 1410 MATH 1210 ART 1020 EAE 1050	Object Or Prog. Calc I Basic Drawing Digital Con Creat.	4 4 3 3	CS 2420 Math 1220 WRTG 2010 EAE 1060 American Institutions (AI)	Data Str/ Algorithm Calc II Writing Assets Pipeline	4 4 3 3 3
Sophomore (33 credits)	DES 2615 CS 3500 CS 3810 Math 2210 EAE 3660	Intro Des Think Software Prac. I Comp. Org. Calc III Machinima	3 4 4 3 3	CS 2100 CS 3505 CS focus elective EAE 2350 Phys 2210	Discrete Software Prac. II Intro Game Des Physics I	3 3 3 3 4
Junior (32 credits)	CS 3130 CS 4400 CS Theory or CS focus elective EAE 3710 FA 3600 or WRTG 4030	Eng Prob Stats Comp. Systems Trad Game Dev 	4 3 3 3 3	CS 4150 CS Theory or CS focus elective EAE 3720 MATH 2700 General Ed/ DV	Algorithms Ser Game Dev Linear Algebra 	3 3 3 4 3
Senior (27 credits) 123 total credits	EAE 4500 CS focus elective CS focus elective General Ed/ IR/ Upper Division General Ed	Senior Project I 	3 3 3 3 3	EAE 4510 CS focus elective CS focus elective General Ed/ Upper Division	Senior Project II 	3 3 3 3

Track B: Students who test into CS 1030 and/ or may not be Calculus-ready in the fall will follow Track B.

	Fall Semester			Spring Semester		
Freshman (30 credits)	*CS 1030 *Math 1210 Art 1020 EAE 1050 General Ed	Foundations of CS Calc I Basic Drawing Digital Con Cr 	3 4 3 3 3	CS 1410 1220 Wrtg 2010 EAE 1060	Object Or Prog. Math Calc II Writing Assets Pipeline	4 4 3 3
Sophomore (33 credits)	CS 2420 DES 2615 CS 2100 Math 2210 General Ed/ IR/ Upper Division	Data Str/ Algrthm Intro Des Think Discrete Struct. Calculus III 	4 3 3 3 3	EAE 3660 CS 3500 3810 FA 3600 or WRTG 4030 EAE 2350	Machinima Software Prac. I CS Comp. Org. Intro Game Design	3 4 4 3 3
Junior (32 credits)	CS 3505 CS 3130 CS Theory or CS focus elect Phys 2210 EAE 3710	Software Prac. II Eng Prob Stats Physics Trad Game Dev	3 3 3 4 3	CS 4150 CS focus elective CS Theory or CS focus elective EAE 3720 MATH 2700	Algorithms Ser Game Dev Linear Algebra	3 3 3 3 4
Senior (31 credits) 126 total credits	EAE 4500 CS 4400 CS focus elective CS focus elective American Institutions (AI)	Senior Project I Comp. Systems 	3 4 3 3 3	EAE 4510 CS focus elective CS focus elective General Ed/ DV General Ed/ Upper Division	Senior Project II 	3 3 3 3 3

* If you test out of CS 1030, but are not Calculus-ready, follow Track B. Replace CS 1030 with another gen ed in your first semester. Replace Calc I with your first level of math.

Choose CS 3100 (fall) *or* CS 3200 (spring) as the required theory course. Students are encouraged to take summer courses to ease the fall & spring semester schedule. See advisor for alternative schedule.