Computer Science Games/EAE Plan

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

	Fall Semester			Spring Semester		
Freshman (31 credits)	CS 1410	Object Or Prog.	4	CS 2420	Data Str/ Algorithm	4
	MATH 1210	Calc I	4	Math 1220	Calc II	4
	American Institutions (AI)		3	WRTG 2010	Writing	3
	EAE 1050	Digital Content Creat.	3	EAE 3010	Asset Pipeline	3
				ART 1020	Basic Drawing	3
Sophomore (33 credits)	DES 2615	Intro Des Think	3	CS 2100	Discrete	3
	CS 3500	Software Prac. I	4	CS 3505	Software Prac. II	3
	CS 3810	Comp. Org.	4	CS focus elective		3
	MATH 2700	Linear Algebra	4	EAE 2350	Intro Game Des	3
	EAE 3660	Machinima	3	Phys 2210	Physics I	4
Junior (32 credits)	CS 3130	Eng Prob Stats	4	CS 4150	Algorithms	3
	CS 4400	Comp. Systems	3	CS Theory		3
	CS focus elective		3	EAE 3720	Ser Game Dev	3
	EAE 3710	Trad Game Dev	3	General Ed/ DV		3
	FA 3600 or WRTG 4030		3	Math/Science elective		3
Senior (27 credits) 123 total credits	EAE 4500	Senior Project I	3	EAE 4510	Senior Project II	3
	CS focus elective		3	CS focus elective		3
	CS focus elective		3	CS focus elective		3
	General Ed/ IR/ Upper Division		3	General Ed/ Upper Division		3
	General Ed		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	Foundations of CS	3	CS 1410	Object Or Prog. Math	4
	*Math 1210	Calc I	4	Math 1220	Calc II	4
	American Institutions (AI)		3	Wrtg 2010	Writing	3
	EAE 1050	Digital Con Cr	3	EAE 3010	Assets Pipeline	3
	General Ed		3			
Sophomore (33 credits)	CS 2420	Data Str/ Algrthm	4	EAE 3660	Machinima	3
	DES 2615	Intro Des Think	3	CS 3500	Software Prac. I CS	4
	CS 2100	Discrete Struct.	3	CS 3810	Comp. Org.	4
	Math/Science elective		3	FA 3600 or WRTG 4030		3
	Art 1020	Basic Drawing	3	EAE 2350	Intro Game Design	3
Junior (32 credits)	CS 3505	Software Prac. II	3	CS 4150	Algorithms	3
	CS 3130	Eng Prob Stats	3	CS focus elective		3
	CS focus elective		3	CS Theory		3
	Phys 2210	Physics	4	EAE 3720	Ser Game Dev	3
	EAE 3710	Trad Game Dev	3	MATH 2700	Linear Algebra	4
Senior (31 credits) 126 total credits	EAE 4500	Senior Project I	3	EAE 4510	Senior Project II	3
	CS 4400	Comp. Systems	4	CS focus elective		3
	CS focus elective		3	CS focus elective		3
	CS focus elective		3	General Ed/ DV		3
	Gen Ed/(IR)/Upper Division		3	General Ed/ Upper Division		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.