

## Course Syllabus: Principles of Programming Languages CS342

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### Description:

This course explores the topic of game programming. Topics will include the construction of game engines, use of a game engine and the building of a game using the Scrum development process.

### Organization:

This course will consist of lecture, written assignments and programming assignments. There will be a mid-term exam and a final team project.

### Course Objectives:

Use of the Panda3D game engine to produce a game. Knowledge of 3D graphics basics and additional topics related to game engine development.

### Grading:

25% Mid-term and Final Exam  
25% Final Project  
40% Quizzes and written assignments 10% Class participation

### Disability Services:

**If you have a need for disability-related accommodations or services, please inform the Coordinator of Disability Services in the Dean of Students Office at 2001 C. B. Hedgcock Building (227-1700). Reasonable and effective accommodations and services will be provided to students if requests are made in a timely manner, with appropriate documentation, in accordance with federal, state, and University guidelines.**

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