

**GAME 2459. GAME AND SIMULATION GROUP PROJECT (CAPSTONE)**  
**(3-3-4) 10.0304**

Creation of a game and/or simulation project utilizing a team approach. Includes the integration of design, art, audio, programming, and quality assurance. Suggested prerequisite: ITSE 1402 or COSC 1436. Assessment Levels: R1, E1, M1.

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