

Course Syllabus:

C# Network Game Programming course

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Objectives:

This course provides an opportunity for game developers to extend the .NET network game programming with C# and DirectX 9.0.

Medium:

Cantonese supplemented with English

Prerequisites:

Applicants should have in-depth computer graphics programming knowledge.

Award of Certificate:

Students who achieve an attendance of 75% or above are qualified for the Attendance Certificate issued by the Department.

Topics include:

- All Basic concepts within: Managed DirectX 9.0, Direct3D, DirectSound, DirectMusic (using the COM interface), DirectInput (including force-feedback joysticks), DirectShow and DirectPlay
- Basic and complex 3D objects
- 3D Programming and rendering
- Game UI and consoles
- Camera and atmosphere
- Game audio and speech API to generate game characters' voice
- Artificial Intelligence and Game Physics
- Network Programming, multicast sockets, group communication
- Threading
- GDI+ Technology

Total Hours: 60