

# GAME DESIGN - CERTIFICATE OF COMPLETION

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## Learning Outcomes

1. Students will create professional level, design documents for game and level design.
2. Students will demonstrate an understanding of 3D Software and PBR based workflows for asset creation.
3. Students will display proficiency in Visual C++/Blueprint scripting for Unreal Engine.
4. Student will create packaged, functional game software.
5. Students will construct and showcase a portfolio of completed work.