BACHELOR OF SCIENCE IN COMPUTER SCIENCE with a concentration in Game Software Development
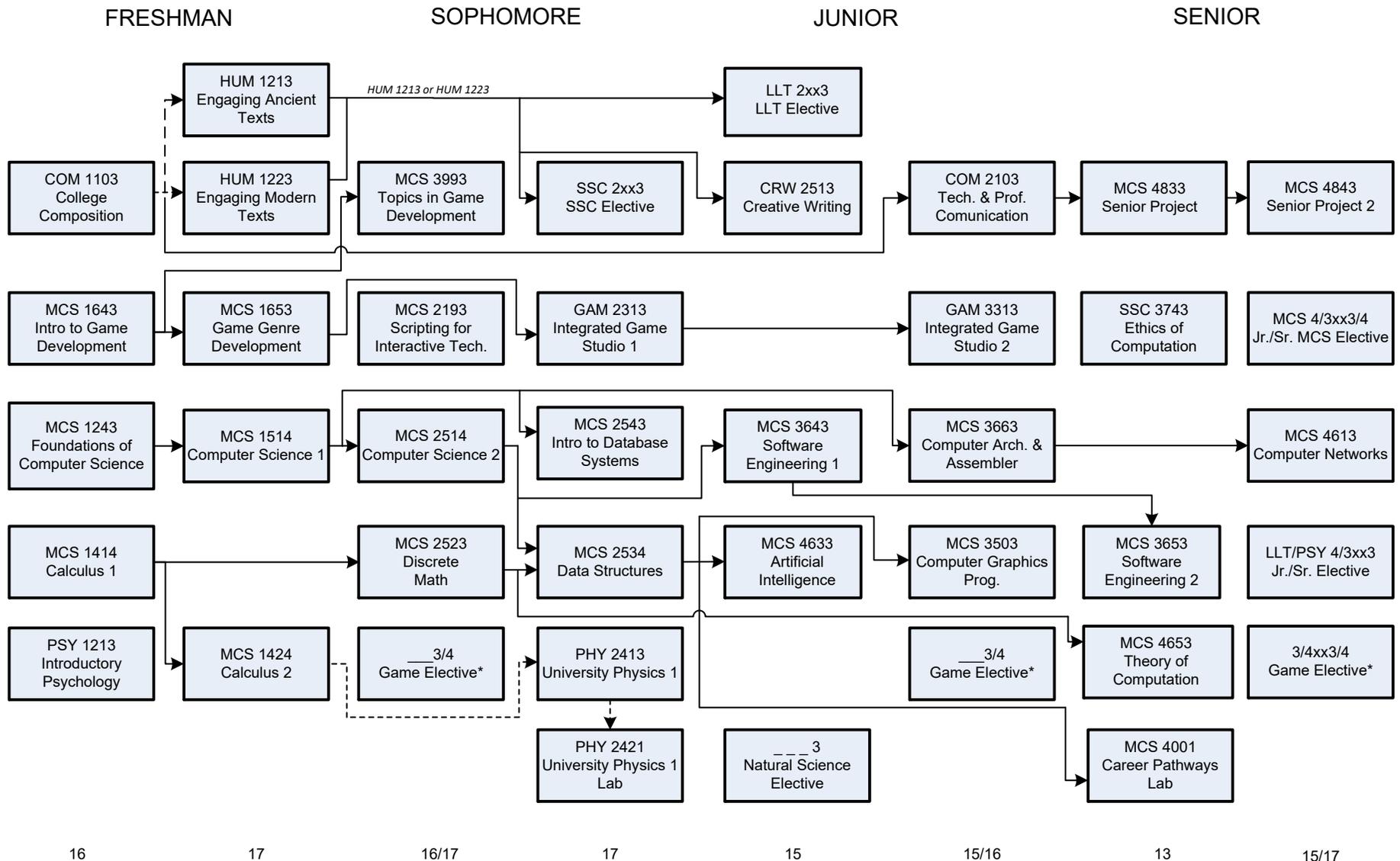## PROGRESSION FLOWCHART

FRESHMAN	SOPHOMORE	JUNIOR	SENIOR

HUM 1213 or HUM 1223

- COM 1103 College Composition
- HUM 1213 Engaging Ancient Texts
- HUM 1223 Engaging Modern Texts
- MCS 3993 Topics in Game Development
- SSC 2xx3 SSC Elective
- LLT 2xx3 LLT Elective
- CRW 2513 Creative Writing
- COM 2103 Tech. & Prof. Comunication
- MCS 4833 Senior Project
- MCS 4843 Senior Project 2

- MCS 1643 Intro to Game Development
- MCS 1653 Game Genre Development
- MCS 2193 Scripting for Interactive Tech.
- GAM 2313 Integrated Game Studio 1
- GAM 3313 Integrated Game Studio 2
- SSC 3743 Ethics of Computation
- MCS 4/3xx3/4 Jr./Sr. MCS Elective

- MCS 1243 Foundations of Computer Science
- MCS 1514 Computer Science 1
- MCS 2514 Computer Science 2
- MCS 2543 Intro to Database Systems
- MCS 3643 Software Engineering 1
- MCS 3663 Computer Arch. & Assembler
- MCS 4613 Computer Networks

- MCS 1414 Calculus 1
- MCS 2523 Discrete Math
- MCS 2534 Data Structures
- MCS 4633 Artificial Intelligence
- MCS 3503 Computer Graphics Prog.
- MCS 3653 Software Engineering 2
- LLT/PSY 4/3xx3 Jr./Sr. Elective

- PSY 1213 Introductory Psychology
- MCS 1424 Calculus 2
- ___3/4 Game Elective*
- PHY 2413 University Physics 1
- ___3/4 Game Elective*
- MCS 4653 Theory of Computation
- 3/4xx3/4 Game Elective*

- PHY 2421 University Physics 1 Lab
- _ _ _ 3 Natural Science Elective
- MCS 4001 Career Pathways Lab

16	17	16/17	17	15	15/16	13	15/17

124-128 credits

*Chose from this list: MCS 2414 Calculus 3, MCS 3403 Probability and Statistics, MCS 3513 Software Architecture, MCS 3683 Principles of Computer Animation, MCS 3863 Linear Algebra, TAS 1023/2023 Game Audio & Sound Design 1 & 2, GAM 2133 3D Environment Modeling, GAM 3143 3D Animation Lab, GAM 2213 History of Game Design, DES 3993/4993 Special Topics in Design

Name_____   I.D. No. _____

Lawrence Tech
THEORY AND PRACTICE 1932
Arts and Sciences

Modified: July 2025