

## Game Development

BComp (Hons) COMP-M-BCH\*

42 core units

18 option units

9 supporting units

51 elective units\*

## Option

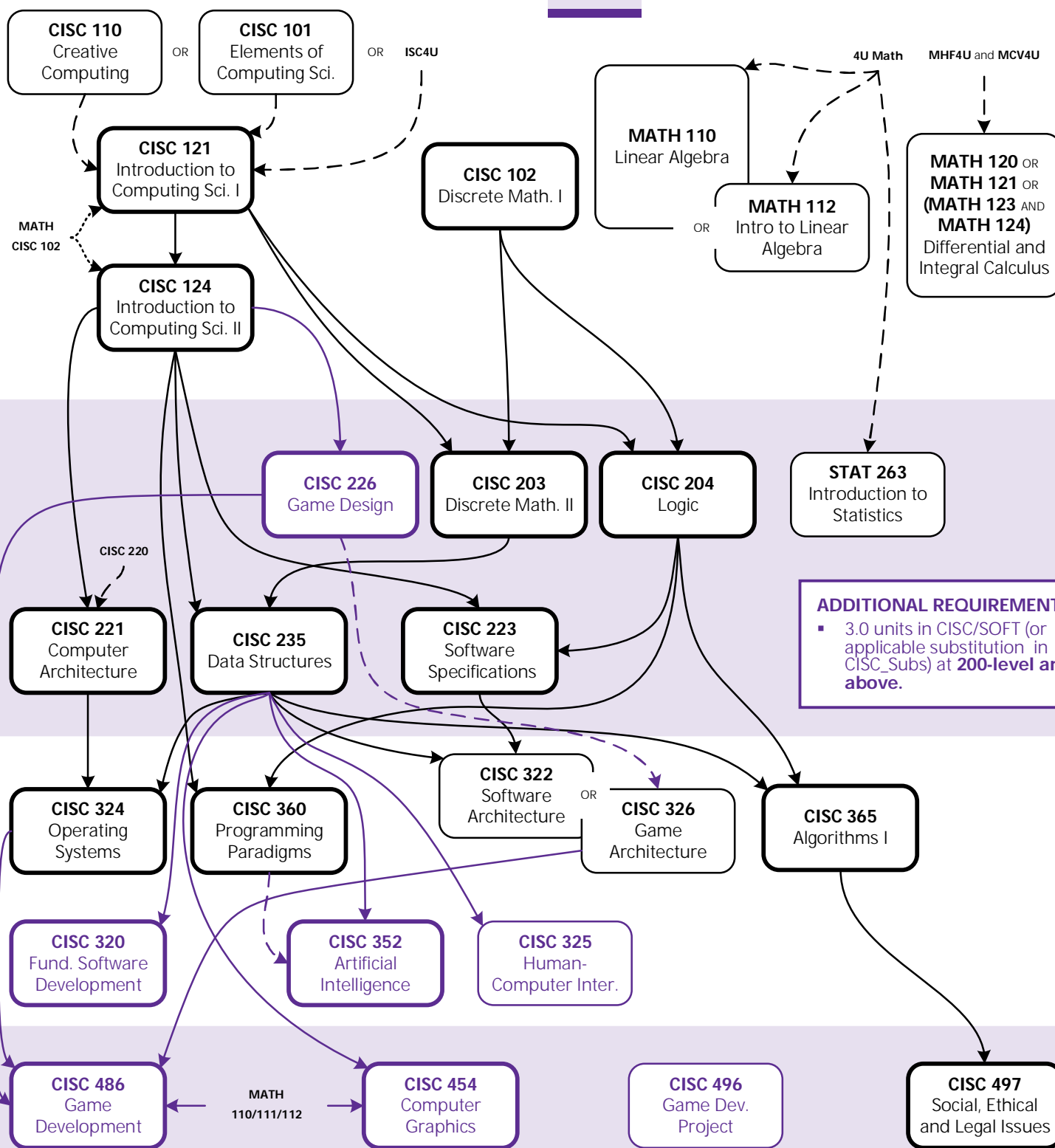
120 units total

YEAR 1

YEAR 2

YEAR 3

YEAR 4



\*Game Development may also be taken as a sub-plan of the Computer Science Specialization (CSCI-P-BCH) with additional 30-unit breadth requirement but fewer electives and no Minor (see calendar for details).

REQUIRED  CHOICE   
 PREREQUISITE  COREQUISITE  RECOMMENDED 