Computer Science - Computer Games
September Entry

Year	Term	Course	Title	Credit	Prerequisite	Co-requisite
Year 1	Fall	COMP 232	Mathematics for Computer Science	3.00	MATH 203, 204	
		COMP 248	Object-Oriented Programming I	3.50		MATH 204
			Elective*			
	Winter	COMP 228	System Hardware	3.00	COMP 248	MATH 203, 204
		COMP 233	Probability and Statistics for Computer Science	3.00	MATH 205	
		COMP 249	Object-Oriented Programming II	3.50	COMP 248; MATH 203	MATH 205
		ENCS 282	Technical Writing and Communication	3.00	Students must pass the Engineering Writing Test (EWT), or pass ENCS 272 with a grade of C- or higher	
			Elective*			
Year 2	Fall	COMP 345	Advanced Program Design with C++	4.00		COMP 352
		COMP 348	Principles of Programming Languages	3.00	COMP 249	
		COMP 352	Data Structures and Algorithms	3.00	COMP 249	COMP 232
		COMP 361	Elementary Numerical Methods	3.00	COMP 232, 249	
			Elective*			
	Winter	COMP 346	Operating Systems	4.00	COMP 228 or SOEN 228; COMP 352	
		COMP 371	Computer Graphics	4.00	COMP 232 or COEN 231; COMP 352 or COEN 352	
			Elective*			
Year 3	Fall	COMP 335	Introduction to Theoretical Computer Science	3.00	COMP 232 or COEN 231; COMP 249 or COEN 244	
		COMP 354	Introduction to Software Engineering	4.00	COMP 352; ENCS 282	
		COMP 376	Introduction to Game Development	4.00	COMP 371	
			Elective*			
	Winter	ENCS 393	Social and Ethical Dimensions of Information and Communication Technologies	3.00	ENCS 282; 40 credits in BCompSc program	
			Elective*			

For the list of electives which students must complete, please consult section 71.70.2 of the Undergraduate Calendar.

Students in a Bachelor of Computer Science should follow the academic calendar for the year to which they have been admitted /readmitted.

Please note, only core courses are listed and not all electives are assigned a row in the above sequence.

Full-time status: minimum 12 credits required per term.

Computer Science - Computer Games
January Entry

Year	Term	Course	Title	Credit	Prerequisite	Co-requisite
Year 1	Winter	COMP 232	Mathematics for Computer Science	3.00	MATH 203, 204	
		COMP 248	Object-Oriented Programming I	3.50		MATH 204
			Elective*			
	Summer	COMP 228	System Hardware	3.00	COMP 248	MATH 203, 204
		COMP 233	Probability and Statistics for Computer Science	3.00	MATH 205	
		COMP 249	Object-Oriented Programming II	3.50	COMP 248; MATH 203	MATH 205
		ENCS 282	Technical Writing and Communication	3.00	Students must pass the Engineering Writing Test (EWT), or pass ENCS 272 with a grade of C- or higher	
			Elective*			
Year 2	Fall	COMP 345	Advanced Program Design with C++	4.00		COMP 352
		COMP 348	Principles of Programming Languages	3.00	COMP 249	
		COMP 352	Data Structures and Algorithms	3.00	COMP 249	COMP 232
		COMP 361	Elementary Numerical Methods	3.00	COMP 232, 249	
			Elective*			
	Winter	COMP 346	Operating Systems	4.00	COMP 228 or SOEN 228; COMP 352	
		COMP 371	Computer Graphics	4.00	COMP 232 or COEN 231; COMP 352 or COEN 352	
			Elective*			
Year 3	Fall	COMP 335	Introduction to Theoretical Computer Science	3.00	COMP 232 or COEN 231; COMP 249 or COEN 244	
		COMP 354	Introduction to Software Engineering	4.00	COMP 352; ENCS 282	
		COMP 376	Introduction to Game Development	4.00	COMP 371	
			Elective*			
	Winter	ENCS 393	Social and Ethical Dimensions of Information and Communication Technologies	3.00	ENCS 282; 40 credits in BCompSc program	
			Elective*			

* For the list of electives which students must complete, please consult section 71.70.2 of the Undergraduate Calendar.

Students in a Bachelor of Computer Science should follow the academic calendar for the year to which they have been admitted /readmitted.

Please note, only core courses are listed and not all electives are assigned a row in the above sequence.

Full-time status: minimum 12 credits required per term.

Computer Science - Computer Games
Co-op Entry

Year	Term	Course	Title	Credit	Prerequisite	Co-requisite
Year 1	Fall	COMP 232	Mathematics for Computer Science	3.00	MATH 203, 204	
		COMP 248	Object-Oriented Programming I	3.50		MATH 204
			Elective*			
	Winter	COMP 228	System Hardware	3.00	COMP 248	MATH 203, 204
		COMP 233	Probability and Statistics for Computer Science	3.00	MATH 205	
		COMP 249	Object-Oriented Programming II	3.50	COMP 248; MATH 203	MATH 205
		ENCS 282	Technical Writing and Communication	3.00	Students must pass the Engineering Writing Test (EWT), or pass ENCS 272 with a grade of C- or higher	
			Elective*			
	Summer	Work Term 1				
Year 2	Fall	COMP 345	Advanced Program Design with C++	4.00		COMP 352
		COMP 348	Principles of Programming Languages	3.00	COMP 249	
		COMP 352	Data Structures and Algorithms	3.00	COMP 249	COMP 232
		COMP 361	Elementary Numerical Methods	3.00	COMP 232, 249	
			Elective*			
	Winter	Work Term 2				
	Summer	COMP 346	Operating Systems	4.00	COMP 228 or SOEN 228; COMP 352	
		COMP 371	Computer Graphics	4.00	COMP 232 or COEN 231; COMP 352 or COEN 352	
			Elective*			
Year 3	Fall	COMP 376	Introduction to Game Development	4.00	COMP 371	
		ENCS 393	Social and Ethical Dimensions of Information and Communication Technologies	3.00	ENCS 282; 40 credits in BCompSc program	
			Elective*			
	Winter	Work Term 3				
	Summer	COMP 335	Introduction to Theoretical Computer Science	3.00	COMP 232 or COEN 231; COMP 249 or COEN 244	
		COMP 354	Introduction to Software Engineering	4.00	COMP 352; ENCS 282	
			Elective*			

* For the list of electives which students must complete, please consult section 71.70.2 of the Undergraduate Calendar.
Students in a Bachelor of Computer Science should follow the academic calendar for the year to which they have been admitted /readmitted.
Please note, only core courses are listed and not all electives are assigned a row in the above sequence.
Full-time status: minimum 12 credits required per term.