Prototyping (AD-038)
(PROTOTÜÜPIMINE)

SUBJECT DESCRIPTION

Credits (ECTS)	3.00 ECTS
Assessment	grading
Aim of the subject and short description	
Basic knowledge of prototyping methods in Game design and software development.	
Learning outcomes:	
Student: 1. is familiar with different methods of prototyping in every lifecycle phase of the project 2. is able to use basic methods of prototyping and software tools 3. is able to test application prototype based on user requirements and evaluate results	