

Unity Game Development

Length : 3 days
Delivery Method : Instructor-led (classroom)

Course Overview

The Unity Game Development course provides students with a dynamic opportunity to gain up-to-date game design, development skills and processes needed in today's exciting interactive entertainment industry. From conceptualization to game play mechanics and artificial intelligence, to design and production, students will learn how to use and maximize the Unity game development tool to create powerful games for web, mobile, or console.

Audience Profile

This course is designed for existing programmers and developers who wish to develop games using Unity platform. It is also suitable for software developers who are looking to move into Game Development.

At Course Completion

Upon successful completion of this course, participants will be able develop their own games for mobile, PC and console.

You will be able to:

- Design game using unity interface.
- Build mobile games for Android and IOS.
- Implement latest game development techniques.
- Deploy games to marketplaces

Pre-Requisites

Participants are required to have previous knowledge and experience of Java or C# or programming language.

Java Script / C#/ PHP / JAVA developers with 1 year of minimum experience.

Students with 2 years of programming experience in any language.

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Course Outline

Module 1: Game Development & Getting to know Unity

- Unity Interface
- Integrating objects into Unity
- Prefabs & Components
- Textures & Models
- Planning your game

Module 2: Understanding Game Space & Scene

- Understanding 3-D Space
- Manipulation of Objects
- Difference between local and global values
- Setting up the Camera
- Game Lighting

Module 3: Scripting in C#

- Variables data types and declaration
- If & Else Statements
- For Loops
- Unity Classes
- Inputs
- Animations
- Creating Player Movement

Module 4 Game Physics

- Game Physics
- Collision and Trigger Detection
- Managing enemy unity

Module 5: Weapons & Game Life

- Creating Weapon prefabs
- Weapon Scripts
- Shooting & hitting enemies
- Scripting Game Life and Game Over

Module 6: Creating Particle Systems & Special Effects

- Particle System
- Adding Particle system to Script
- Skybox
- Environment

Module 7: User Interface & GUI

- Designing User Interface
- Scripting GUI Interface
- Creating Main Menu
- Importance of Screen Flow & User Experience

Module 8: Finishing Game Content

- Adding Audio Manager
- Adding Animations
- Saving and Loading Games
- Optimization for Tablets & Mobile
- Publishing Games