PRESENTS

Roadmap for becoming a

Successful GAM EDEV

DEVS

ROAD MAP FOR BECOMING GAME DEV

Following is the roadmap to learning **IOT** skills for a total beginner. It includes FREE learning resources for technical skills (or tool skills)

Roadmap for learning Unity and Visual Studio with a focus on making sure IntelliSense works. Here's a 20-week plan with YouTube video resources to guide you through each step:

Week 1: Basic Layout Study

1. **Hierarchy, Project, Console, Inspector, Scene view, and Game view**
   - Unity Editor Basics - Introduction to the Unity Editor and its components.
2. **Adding Components to Objects**
   - **Transform, Rigid Body, Colliders, New Script**
   - Unity Components - How to add and configure components in Unity.

Week 2: Input & Testing Week

1. **Basic Input System**
   - Unity Input System - Setting up and using the input system in Unity.
2. **Basic Movement (WASD for 3D) & (W and D for 2D)**
   - Basic Movement in Unity - Implementing basic character movement.
3. **Basic Camera Follow**
   - Camera Follow Script - Creating a camera that follows the player.

Week 3: Game Designing Week

1. **Any Basic Games like Ping Pong/Flappy Bird/Endless Runner**
   - Create a Flappy Bird Game - Step-by-step guide to creating a simple game in Unity.

Week 4: UI Testing Week

1. **Basic Start Menu UI**
   - Creating a Start Menu - Designing and implementing a start menu.
2. **Basic Pause Menu UI**
   - Creating a Pause Menu - Adding a pause menu to your game.

Week 5-20: Advanced Topics and Projects

1. **Week 5-8: Advanced Scripting and Game Mechanics**
    - Advanced Unity Scripting - Dive deeper into C# scripting in Unity.
    - Game Mechanics - Implementing more complex game mechanics.
2. **Week 9-12: Physics and Animations**
    - Unity Physics - Understanding and using Unity's physics engine.
    - Animations in Unity - Creating and controlling animations.
3. **Week 13-16: UI/UX Design**
    - Advanced UI Design - Enhancing your game's user interface.
    - UX Best Practices - Improving user experience in your game.
4. **Week 17-20: Final Project and Polishing**
    - Final Game Project - Bringing everything together to create a polished game.
    - Polishing Your Game - Tips and tricks for final touches.

Setting Up IntelliSense in Visual Studio

- Visual Studio & Unity: Installation and Setup - Ensure IntelliSense works properly by setting up Visual Studio correctly.

This roadmap should give you a structured approach to learning Unity and Visual Studio, with a focus on practical projects and ensuring IntelliSense works for a smoother coding experience. Happy learning! ☺