



Game Development using Unity

Description:

This course provides an overview of the core principles of gaming using Unity. You will learn to define a game, as well as the mechanics and rules that govern a variety of games. After finishing this course, you will have a thorough understanding of the entire game development process.

Start Date:

Doubt Clear Time:

Course Time:

Features:

- # Online Instructor-led learning
- # Practical Implementation
- # Integrate academic knowledge with the tech
- # Real-time Project

- # Live Class Recording
- # Doubt Clearing
- # Assignment in all the Module
- # Quiz in every Module
- # Career Counselling
- # Completion Certificate

What we learn:

- # Introduction using Unity
- # Introduction to game engine
- # Introduction to C# programming
- # 2D physics concepts
- # Introduction to animation
- # 3D game development
- # Publishing games to various platforms

Requirements:

- # System with Internet Connection
- # Interest to learn
- # Dedication

Instructor:

>Introduction to the course:

>>What is Unity?

>>What do you learn in Unity?

>>Why Unity?

>>Downloading Unity and installation

>>Unity Objects

>>Unity Components

>>Creating your own components

>Assignment no.1:

>>Write down the Unity Competitors and alternatives?

>>Are there free gaming softwares available? if yes please name them?

>Game Engine:

>>Engine concepts

>>Development tools

>>User interface text

>>Countdown timer

>>Digital clock

>>Sprites

>C# programming:

>>What is scripting?

>>What is c# language?

>>Introduction to C# language

>>C# coding fundamentals

>>Loops and functions

>>If - Else statements

>2D Physics concepts:

- >>Rigidbody components
- >>Unity colliders
- >>Physics materials
- >>scripting collision events
- >>Importing asset
- >>Making character move
- >>Giving jumping abilities

>Animation:

- >>Simple Unity animation
- >>Animator states
- >>Scripting animations
- >>Animations and colliders

>Assignment no.2:

- >>Create your own Avatar

>Sound effects:

- >>Sound files
- >>Adding sounds to game objects
- >>Scripting sounds

>Assignment no.3:

>>Create a cloud object and give a thunder cloud sound effect

>3D game development:

>>Creating multiple scenes

>>Creating lighting effects

>>Creating Controlling character script

>>Controlling camera movements

>>Implementation of Occlusion culling

>Assignment no.4:

>>Create your own game where a rabbit is walking in the farm, if he digs and finds a carrot

>Artificial Intelligence:

>>What is Artificial intelligence?

>>Artificial intelligence concepts

>>Flowcharts and algorithms

>>Scripting AI

>Publishing Games:

>>Publishing games to PC

>>Publishing games to MAC

>>Publishing games to LINUX

>>Publishing games to Smartphones

>>Publishing games to Game Consoles

>Project:

>>Create a game where a boy is riding a cycle on road