



Like this course? Become an expert by joining the [Game Design and Development Specialization](https://specializations/game-development) ([/specializations/game-development](https://specializations/game-development)).

(<https://accounts.coursera.org/i/zende>
return_to=<https://learner.coursera.hel>

Upgrade



Home

(</learn/game-development/home/welcome>)



Course Content

(</learn/game-development/home/week/4>)



Assignments

(</learn/game-development/home/assignments>)



Discussions

(</learn/game-development/discussions>)



Classmates

(</learn/game-development/classmates>)



Course Info

(</learn/game-development/home/info>)

Congratulations!

You have successfully completed
Introduction to Game Development, 1 of 5
courses in **Game Design and Development**
from **Michigan State University**.

Final Grade

100.0 %

Unlock
a
certificate
to
share
your
achievement
with
the
world!



Brian Winn

Congratulations on completing Intro to Game Development! As I said up front, making games is hard fun! I know it has taken a lot of effort and creative energy to get through the course and complete all the projects. But, if you are like me, you have been loving every minute of it!

But this does not have to be the end of our journey together. This is actually just the beginning. I hope you will continue on and complete all five of the courses in the Specialization in Game Design and Development. Our next course, Principles of Game Design, will switch gears to the more conceptual side of game design, including developing game concepts and prototyping. The third course, Developing Games for Modern Platforms, will be similar to this course that you just completed in that it will bring us back into Unity for more hands-on project work, where we will learn several intermediate and advanced techniques.

In the meantime, I encourage you to continue exploring Unity and expand on the games we have built, as well as try to build some games of your own design using the techniques that we have learned.

We want to continually improve this course. Please fill out the end-of-course survey to share your thoughts on taking this course. If you enjoyed the course and would like to become a Mentor to help out other students, Coursera would love to hear from you! Sign up now to become a mentor!

(https://docs.google.com/forms/d/1-qbDVhBqwaBgoA_OVdUK1bqhkR1nMTYKXvyLuAtdghg/viewform)

Best wishes and come back soon to continue your journey into Game Design and Development!

Thanks and best wishes,

Brian Winn

▲ Less

Keep Learning

Course 2 of 5

Principles of Game Design

You
ha...
a
gr...
idea
for

View Course

Starts February 8
(/learn/gamedesign)

Course

WEEK 1

From Game Player to Game
Developer

(/learn/game-
development/home/week/1)

WEEK 2

Intro to Unity3D Development

(/learn/game-
development/home/week/2)

WEEK 3

Creating Games in Unity3D

(/learn/game-
development/home/week/3)

WEEK 4

Designing and Coding
Gameplay Systems

(/learn/game-
development/home/week/4)

Course Settings

Verification Settings

Verification Settings ^