Unity Game Development

Reality Check

Game development is a difficult subject to begin with without prior knowledge. You may have dreams of creating big games like Fortnite or large open worlds like Skyrim, however these games take years to make, require hundreds of millions of dollars and hundreds of developers.

It is very easy to get frustrated and give up with game development. My recommendation is to set realistic goals and expectations, and to start small to build up your skills.

Sometimes to best way to learn is to learn by doing. Create yourself some small challenges or find them online to give yourself opportunities to build up your skills.

Requirements

You must have the following installed:

- Unity Hub
- Unity
- Visual Studio 2019
- Paint.net (or some other drawing tool)

You must also have an education or personal Unity account (Paid accounts work to!).

Other prerequisites:

- Internet access
- Microphone

Main Goals

1. To learn basic programming skills and techniques with C#
2. To understand the basic game development requirements and techniques
   a) Ideas
   b) Designing
   c) Planning
   d) Development
   e) Testing
3. To be able to create a basic game with
   a) Basic game logic
   b) Character movement
   c) Basic environment
   d) Basic music and sounds

Activities

Each session will be between 60-90 minutes and they will consist of two components, a theory and practical component. There never will be a session where pure theory or practical is in play. A lesson plan will be created for both components and will be followed for the duration of the lesson.

Outcome

At the end of the first set of lessons, we will have achieved an adequate level of programming skills and game development skills. We will have also created a basic game that is playable complete with a main menu, pause and game screen.