



## **SAMPLE Unity Learning Action Plan**

Use the Unity Learning Action Plan to help you set your goals and then make a plan for how you can best achieve them. Mapping out what you can do to build your skills will help you reach your goals. Return to your learning action plan often, update your goals and your action plan as often as necessary.

### **1. Ultimate Unity Goal**

Set the goal of what you ultimately want to create and do with Unity. This can be big or small. Your goal could be to make a game, to create an application, to get a job using your Unity skills, it can be more than one goal. There is no right or wrong answer!

<b>My Goals</b>
Use Unity to create my first fairly robust game with my friends.

## 2. Self-Assessment

Before you create your plan to learn Unity so you can meet your goal, here are some questions to ask yourself as map out your approach to learning and identifying how you will dedicate the time:

- Where do you feel your skills are at right now with Unity?
  - Beginner to Intermediate
    - Made a class project prototype of a game where I was a project manager & focused on audio and its implementation
- What Unity skills do you need to learn? It's okay if you don't know yet - that's what the Unity Learn Platform and Learning Pathways is here to help with!
  - Coding optimizations
  - Working with sprite spreadsheets
  - Sprite creation in Unity
  - Working with animations
  - More of the Unity scripting API
- How and when will you set aside time to learn Unity?
  - During this period of time between my game dev fall term & now
  - I want to try to spend 5-10 hours a week on most of my action plan items (more if the job search is dry)
- What are your strengths - for example, What advantages do you have that others don't have (for example, skills, certifications, education, or connections)? What do you do better than anyone else? What do other people see as your strengths?
  - Completed a BCIT Computer Science diploma. Learned:
    - Essentials & concepts of programming & computers
    - Good coding & project conventions
    - Programming Languages:
      - C, C#, Python
    - Query Language MySQL & CRUD operations of Databases
      - SQL & NoSQL
    - Technical programming regarding C#
    - Essential sorting algorithms
    - Working with people & clients for projects
  - A Game Design enthusiast (no certificate or degree)
  - Have experience with audio creation for:
    - Soundtracks
    - Sound effects
- Who can you connect with to get feedback on your creations and learning goals?
  - My teammates
  - My family
  - My friends

### 3. Action Plan to Reach Ultimate Goal

An action plan helps you identify the resources and skills you need to reach your Ultimate Goal, and to set a time frame for doing so. Answer the following questions for each time frame and add action items to get you on your way. As you fill out your plan, consider the following:

- What you can do now and what you want to be able to do in, for example, 30-60-90 days.
- The goals above and how the action items will help you meet them.
- Key things you learned that you need to practice or where you want to learn more.
- Any pain points or skill sets you found challenging and your plans to overcome them.
- Any roadblocks or risks to you successfully following your plan and ideas for how to overcome them.
- Remember to continuously review and iterate your action plan as you learn new skills so you can reach your Ultimate Unity Goal!

## My Learning Action Plan

Milestones to reach my goal	Actions I will take to reach my goal	Timeline for each action	Outcome so I know I'm on the right path to reach my goal
1. Learn the basics of Unity	Complete the Unity Essentials Pathway	1 week - I will spend 5 hours a week learning	I can open Unity, navigate and create projects.  I understand the workflow & skills needed to complete projects in my field
2. Learn & Practice using scripting in Unity	Complete the Junior Programming Pathway	12 weeks - I will spend at least 5 hours a week doing this item	I can create simple things in Unity using C#
3. Create a prototype game with Friends	Brainstorm game ideas and pitch ideas to my friends  Choose certain an idea or a selection and make a basic Game Design Doc  Start a prototype of this game idea to prove its feasibility	TBA months - I will commit 5-10 hours a week	Have a prototype of a game with essential game design documents
4. Create a website of our Company	Create a basic website with my friends for our startup company	TBA weeks	Have a functioning website which accomplishes our set project goals for the website
5. Participate in a game jam & use Unity	Find a group of friends to participate or join random people Use my skills that I have learned to create a short gaming experience	N/A	My group has submitted and a video game to the game jam
6. Complete the Creative Core Pathway	Complete the Creative Core Pathway	10 weeks - I will commit 5-10 hours a week.	I have the knowledge and/or the ability to perform the skills outlined in its description
7. Complete & Release First Game derived from prototype with friends	Finish game design documentation & have a finished product (at least a minimum viable product)	XX months	The Game is released on chosen platform(s) and is reflected on the website.
