# WELCOME TO THE UNITY GAME DEVELOPMENT CHECKPOINT

A 12-week hands-on journey where total beginners go from clueless to creating their own 3D game.

If you've ever opened Unity, saw a bunch of windows and buttons and said "Nope." — this course is for you.

In just one class a week, you'll learn how to:

- Build 3D worlds
- Code real game mechanics in C# (don't worry — we start small)
- Add interactivity, effects, enemies, menus, and sound
- Design your own game ideas and actually make them playable

By the end, you won't just talk about wanting to make games — you'll have a working one you built yourself.
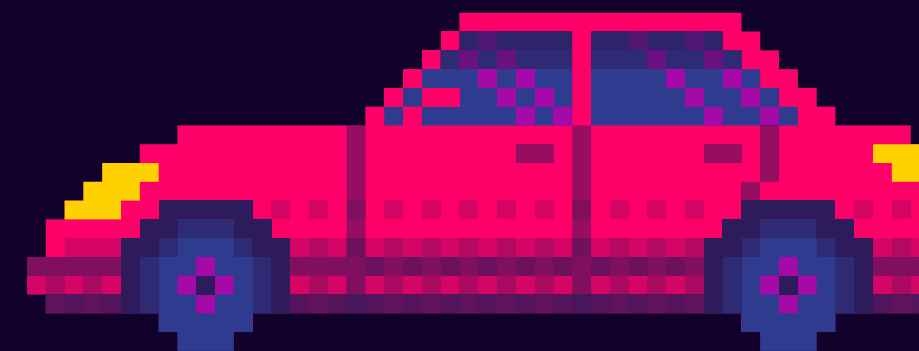
ABOUT GAME

Course Format
Duration:
This course runs for 3 months (12 weeks), with one class per week. Each session lasts about 2 to 3 hours, giving you plenty of time to learn something new, try it out, and ask questions.

Learning Style:
This is a project-based course, not a boring lecture series. Every class follows a 3-step flow:
Learn the core concept (like movement, UI, or shooting)
Build Together with a hands-on demo project in class
Create Your Own Version using what you learned — something fun, weird, or totally original
By the end of each class, you'll have a mini project you built yourself.

📘 MONTH 1: BUILD YOUR WORLD & LEARN THE BASICS

01

Week 1 – Enter the Game World
"Build your first room in Unity and explore the basics"
- Learn how Unity works
- Place and move 3D objects
- Make your own 3D bedroom or weird fantasy space

Mini Challenge: Build a wild, creative room. Haunted house? Secret lab? Up to you.

02

Week 2 – Code That Actually Does Stuff
"Your first scripts: spinning cubes, glowing objects, chaos!"
- What is C# and how do scripts work?
- Make stuff rotate, scale, and respond to you

Mini Challenge: Build your own silly object show — spinning toilets? Floating bananas? Let's go.

03

Week 3 – Move, Jump, Explore
"Make your player move through 3D space — like, actually play!"
- Character movement + camera follow
- Add jumping and a little environment

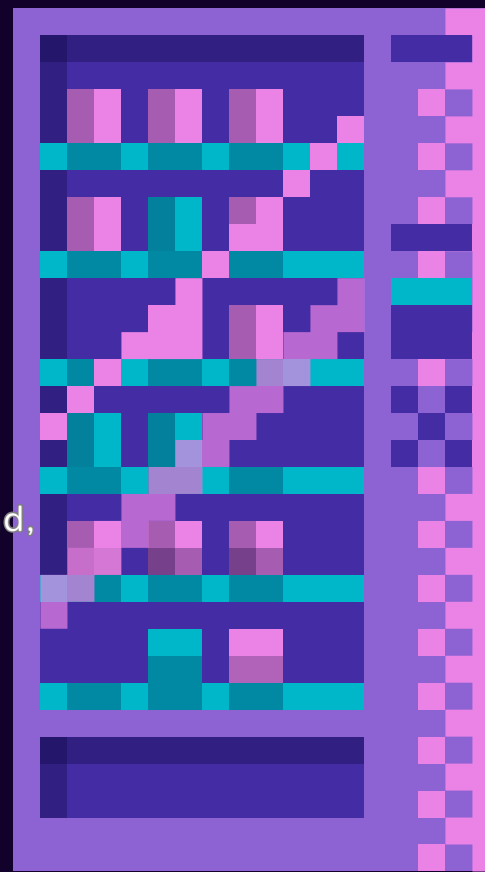**Mini Challenge:** Design your own parkour room, obstacle course, or maze.
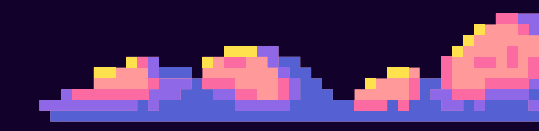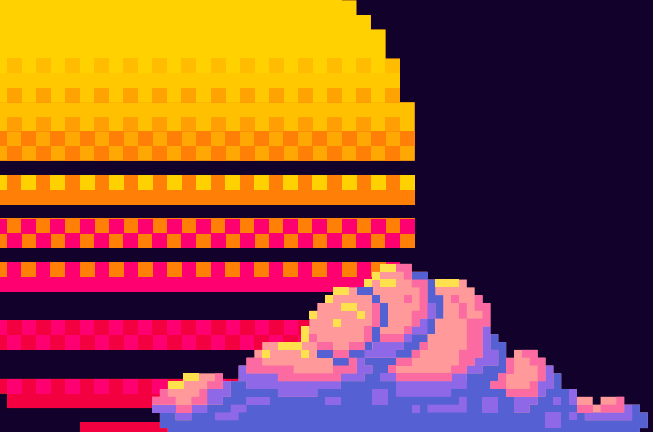
04

Week 4 – Physics + Touchy Stuff
"Collisions, triggers, and collectibles — like, real interaction."
- Use Rigidbody, collisions, OnTriggerEnter
- Create items the player can grab, touch, or destroy

Mini Challenge: Make a game where you collect things, bounce around, or break stuff.

📘 MONTH 2: MAKE IT A REAL GAME

01

Week 5 – Level Design Like a Game Designer
"Design playable levels that feel good — modular, layered, and yours."
- Use free assets to create your own challenge rooms
- Design layout, flow, and structure
Mini Challenge: Build your own level — puzzle temple, sci-fi base, fantasy bridge fight.

02

Week 6 – Pew Pew: Shooting + Simple Enemies
"Make something that moves AND tries to kill you"
- Fire bullets, spawn enemies, simple AI chase behavior
- Start your first real enemy encounter
Mini Challenge: Make a mini wave shooter, zombie defense, or alien blaster.

03

Week 7 – Juice It Up with FX & Sounds
"Particles, lights, booms, and why your game suddenly feels awesome"
- Add particles, lights, basic post-processing
- Hook up sounds to actions
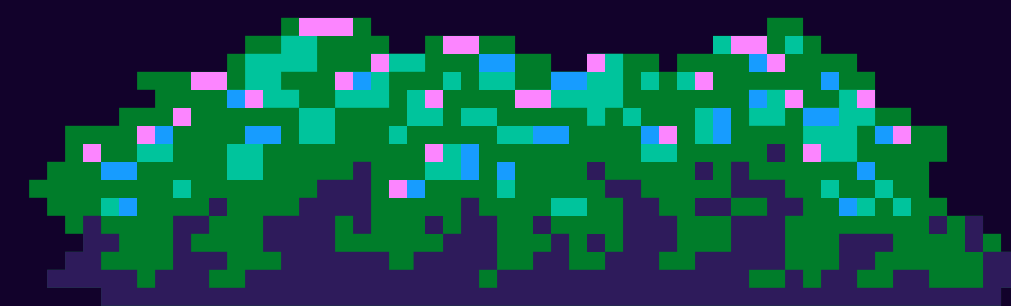**Mini Challenge:** Build a magical combat scene with full effects and sound design.

04

Week 8 – UI That Talks to the Player
"Health bars, score counters, buttons — all the stuff games need to feel real."
- Create menus, score tracking, and win/lose screens
- Connect it all through clean C#
Mini Challenge: Add a full UI system to any past project — health, score, timer, etc.

MONTH 3: BUILD, POLISH, AND SHOW OFF

01

Week 9 – Menus, Game Flow, and Music
"Main menu → gameplay → win screen → RESTART! That's a full game."
- Add a menu system
- Background music and volume control
- Game restart and finish logic

Mini Challenge: Turn your old prototype into a complete "menu → game → finish" loop.

02

Week 10 – Plan Your Dream Game
"It's your turn: What do YOU want to make?"
- Choose your final game idea
- Scope it realistically
- Start blocking it out and writing the code

Mini Challenge: Start building your final game — get the basics working!

03

Week 11 – Polish and Playtest
"Make your game feel playable, beautiful, and smooth"
- Add sound, juice, and camera fixes
- Fix bugs, test with friends
- Prepare to show it off

Mini Challenge: Add that final polish and get feedback.

04

Week 12 – Showcase Day 🎉
"Show off what you've built! You're now a game dev."
- Present your final game (Zoom or in-person)
- Share builds via itch.io or Drive
- Optional: Class awards (most creative, funniest, best designed)

🎓 WHAT YOU WALK AWAY WITH

- YOUR OWN COMPLETE 3D GAME (BUiLT FROM SCRATCH)
- REAL UNiTY & C# EXPERiENCE
- THE CONFiDENCE TO KEEP GOiNG AND BUiLD MORE
- A FUN MEMORY OF YOUR FiRST DEV JOURNEY

OUR CONTACT

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