

Day	What to cover	URL
Day_1	Using the Unity Interface	https://learn.unity.com/tutorial/using-the-unity-interface#
	Scripts as Behaviour Components	https://learn.unity.com/tutorial/scripts-as-behaviour-components#
Day_2	Variables and Functions	https://learn.unity.com/tutorial/variables-and-functions#
	IF Statements	https://learn.unity.com/tutorial/if-statements#
	Loops	https://learn.unity.com/tutorial/loops-z2b#
Day_3	Awake and Start	https://learn.unity.com/tutorial/awake-and-start#
	Scope and Access Modifiers	https://learn.unity.com/tutorial/scope-and-access-modifiers
Day_4	Update and FixedUpdate	https://learn.unity.com/tutorial/update-and-fixedupdate
	Vector Maths	https://learn.unity.com/tutorial/vector-maths
Day_5	Enabling and Disabling Components	https://learn.unity.com/tutorial/enabling-and-disabling-components
	Activating GameObjects	https://learn.unity.com/tutorial/activating-gameobjects
Day_6	Unity Core Concepts	https://learn.unity.com/tutorial/learn-the-unity-core-concepts
	Translate and Rotate	https://learn.unity.com/tutorial/translate-and-rotate
Day_7	Look At	https://learn.unity.com/tutorial/look-at-s
	Destroy	https://learn.unity.com/tutorial/destroy-i
Day_8	GetButton and GetKey	https://learn.unity.com/tutorial/getbutton-and-getkey
	GetComponent	https://learn.unity.com/tutorial/getcomponent
Day_9	GetAxis	https://learn.unity.com/tutorial/getaxis-o
	OnMouseDown	https://learn.unity.com/tutorial/onmousedown
Day_10	DeltaTime	https://learn.unity.com/tutorial/delta-time
	DataTypes	https://learn.unity.com/tutorial/data-types
Day_11	Classes	https://learn.unity.com/tutorial/classes-5
	Instantiate	https://learn.unity.com/tutorial/instantiate
Day_12	Array	https://learn.unity.com/tutorial/arrays-9o
	Enumerations	https://learn.unity.com/tutorial/enumerations
Day_13	Invoke	https://learn.unity.com/tutorial/invoke-2d
	Switch Statment	https://learn.unity.com/tutorial/switch-statements
Day_14	3D Physics Youtube Link	https://learn.unity.com/project/unity-physics-fundamentals
	Movement Basics	https://learn.unity.com/tutorial/simple-movement
Day_15	Game Setup, Player and Camera	https://learn.unity.com/tutorial/controlling-unity-camera-behaviour#5fc3f6a3edbc2a459f91c6ad
Day_16	Basics of Animating	https://learn.unity.com/course/introduction-to-3d-animation-systems
	Controlling Animation	https://learn.unity.com/tutorial/controlling-animation
Day_17	Character Animation	https://learn.unity.com/tutorial/character-animation

Day_18,19	<p>Test_1 : Assigned by trainer " Create endless running road and set a car moving forward by the use of up arrow , stop the car using down arrow, turn left using left arrow and turn right using right arrow. On the road generate obstacles and coins , If car collides with coin increase the coin counter and if collides with obstacles then game should be over and there should be button for replay the game again. Initially start button should be shown on screen if user click on start button then only game play will start. "</p> <p>Test_2: "Create a game with four 3D object and one table, Drag and drop all object one by one on the table on appropriate position with the proper on screen text. After completing task congratulations message should appear on screen"</p>	
Day_20	Collectable Objects	https://learn.unity.com/tutorial/collectible-gameobjects#5ce675b7edbc2a019325a9e9
Day_21	Getting Mobile Input	https://learn.unity.com/tutorial/touch-input-for-mobile-scripting#5fc28c65edbc2a0d25685a9f
Day_22	Script Overview	https://learn.unity.com/tutorial/script-overview
Day_23	Common Data Types	https://learn.unity.com/tutorial/common-data-types
Day_24	Object Pooling	https://learn.unity.com/tutorial/object-pooling
	Creating Objects	https://learn.unity.com/tutorial/creating-objects
Day_24	Introducing Health	https://learn.unity.com/tutorial/introducing-health
Day_25	Unity NavMesh	https://learn.unity.com/tutorial/unity-navmesh
Day_26	Adjusting the Camera and Adding Obstacles	https://learn.unity.com/tutorial/adjusting-the-camera-and-adding-obstacles#5cfe4366edbc2a0020ee36bc
Day_27	Audio Setup	https://learn.unity.com/project/beginning-audio-in-unity
	Sound Effects & Scripting	https://learn.unity.com/tutorial/sound-effects-scripting
Day_28,29,30	UI Components	https://learn.unity.com/tutorial/ui-components
	Recorded Video Sessions on UI	https://learn.unity.com/tutorial/live-sessions-on-ui
Day_31,32	Introduction to Scriptable Objects	https://learn.unity.com/tutorial/introduction-to-scriptable-objects
	Project Architecture: Unity Project Folder Structure	https://learn.unity.com/tutorial/project-architecture-unity-project-folder-structure
Day_33	Delegates	https://learn.unity.com/tutorial/delegates
	Events	https://learn.unity.com/tutorial/events-uh
Day_34,35	Editor Scripting	https://learn.unity.com/tutorial/editor-scripting
Day_36	Generics	https://learn.unity.com/tutorial/generics
	Interfaces	https://learn.unity.com/tutorial/interfaces
Day_37	Lists and Dictionaries	https://learn.unity.com/tutorial/lists-and-dictionaries
Day_38	Creating Properties	https://learn.unity.com/tutorial/creating-properties
	Ternary Operator	https://learn.unity.com/tutorial/ternary-operator
	Statics	https://learn.unity.com/tutorial/statics-l
	Method Overloading	https://learn.unity.com/tutorial/method-overloading
	Coroutines	https://learn.unity.com/tutorial/coroutines

Day_39	Quaternions	https://learn.unity.com/tutorial/quaternions
	Namespaces	https://learn.unity.com/tutorial/namespaces
	Attributes	https://learn.unity.com/tutorial/attributes
Day_40	Fixing Performance Problems	https://learn.unity.com/tutorial/fixing-performance-problems-2019-3
	Introduction to the Profiler	https://learn.unity.com/tutorial/introduction-to-the-profiler
Day_41	Persistence: Saving and Loading Data	https://learn.unity.com/tutorial/persistence-saving-and-loading-data
Day_42	Getting Started with VR	https://learn.unity.com/tutorial/getting-started-with-vr
	VR User Interface	https://learn.unity.com/tutorial/11-user-interface
	Recorded Video Training: VR Essentials-Pack	https://learn.unity.com/tutorial/recorded-video-training-vr-essentials-pack
Day_43	Understanding & implementing live project_1	
Day_44	Understanding & implementing live project_2	