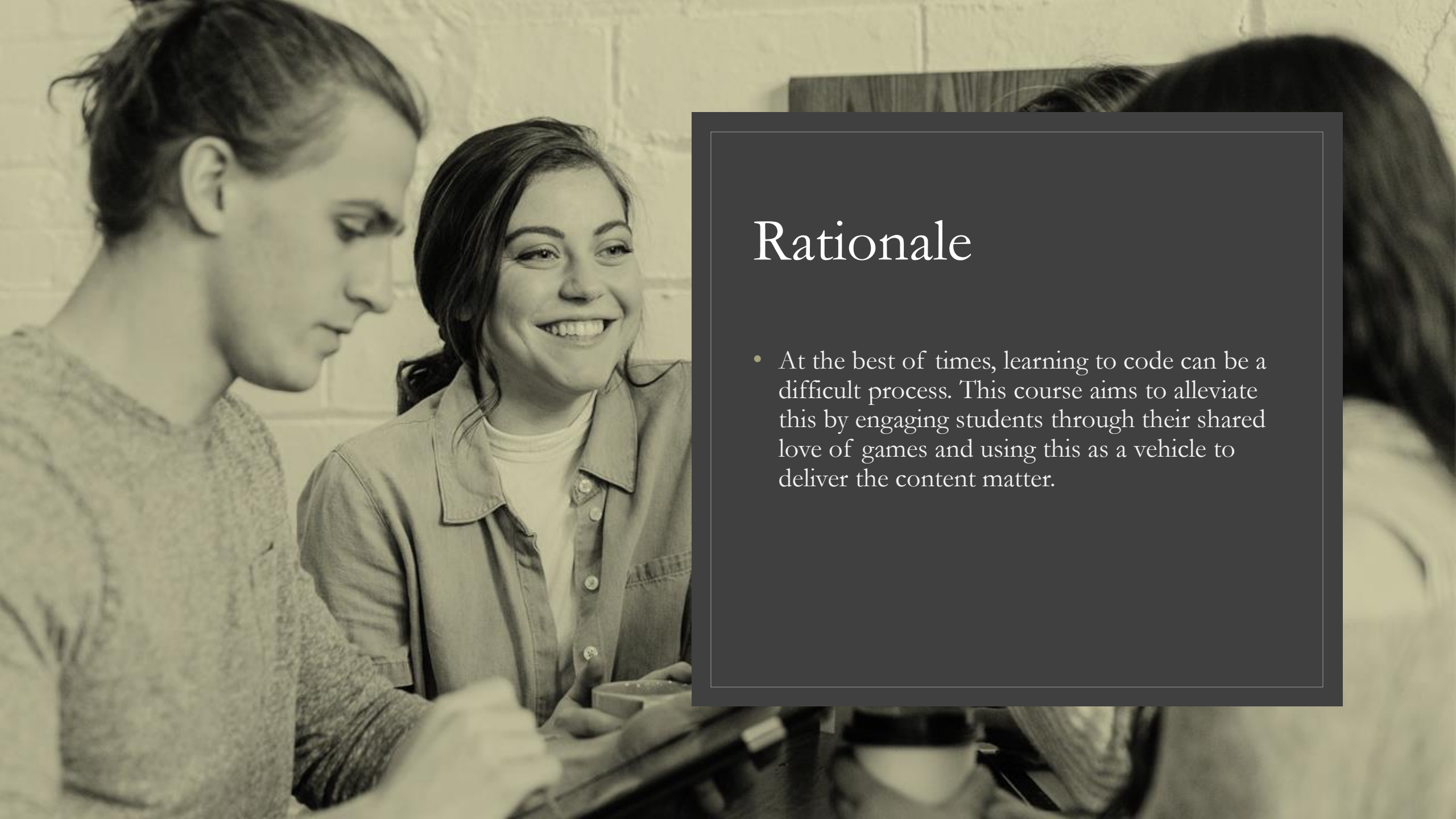
GAME DEVELOPMENT: LEVEL ONE

Presented by Richard Teemal



Rationale

- At the best of times, learning to code can be a difficult process. This course aims to alleviate this by engaging students through their shared love of games and using this as a vehicle to deliver the content matter.

Course Progress

Week 1	Week 2	Week 3	Week 4
Module 1	Module 2	Module 3	Module 4 Assessment and Reports.

Course Outline

Module 1.

Fundamentals of C# programming

Module 2.

Unity 3D

Module 3.

Platformer Game part 1

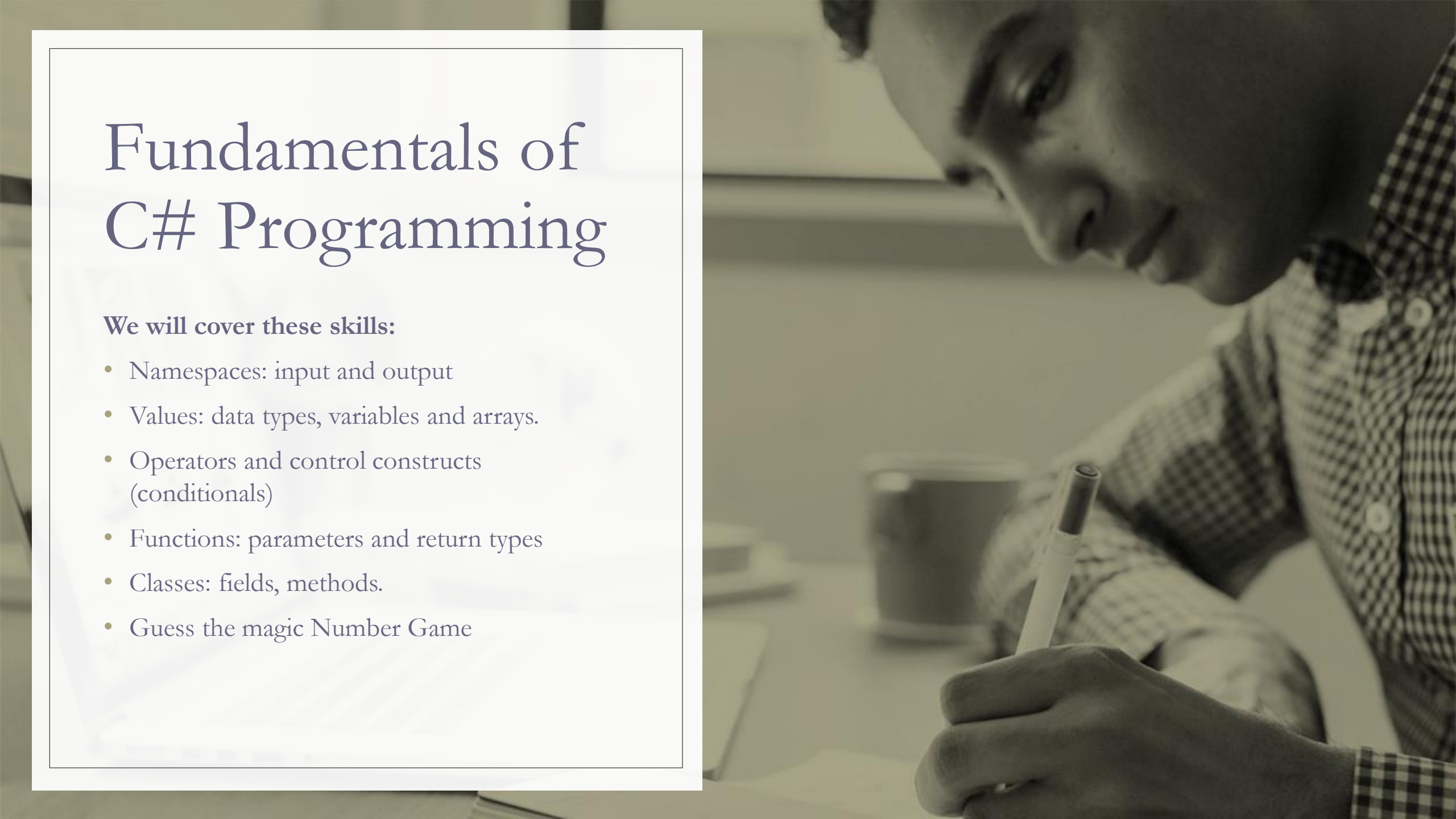
Module 4.

Platformer Game part 2 and Final project.

Fundamentals of C# Programming

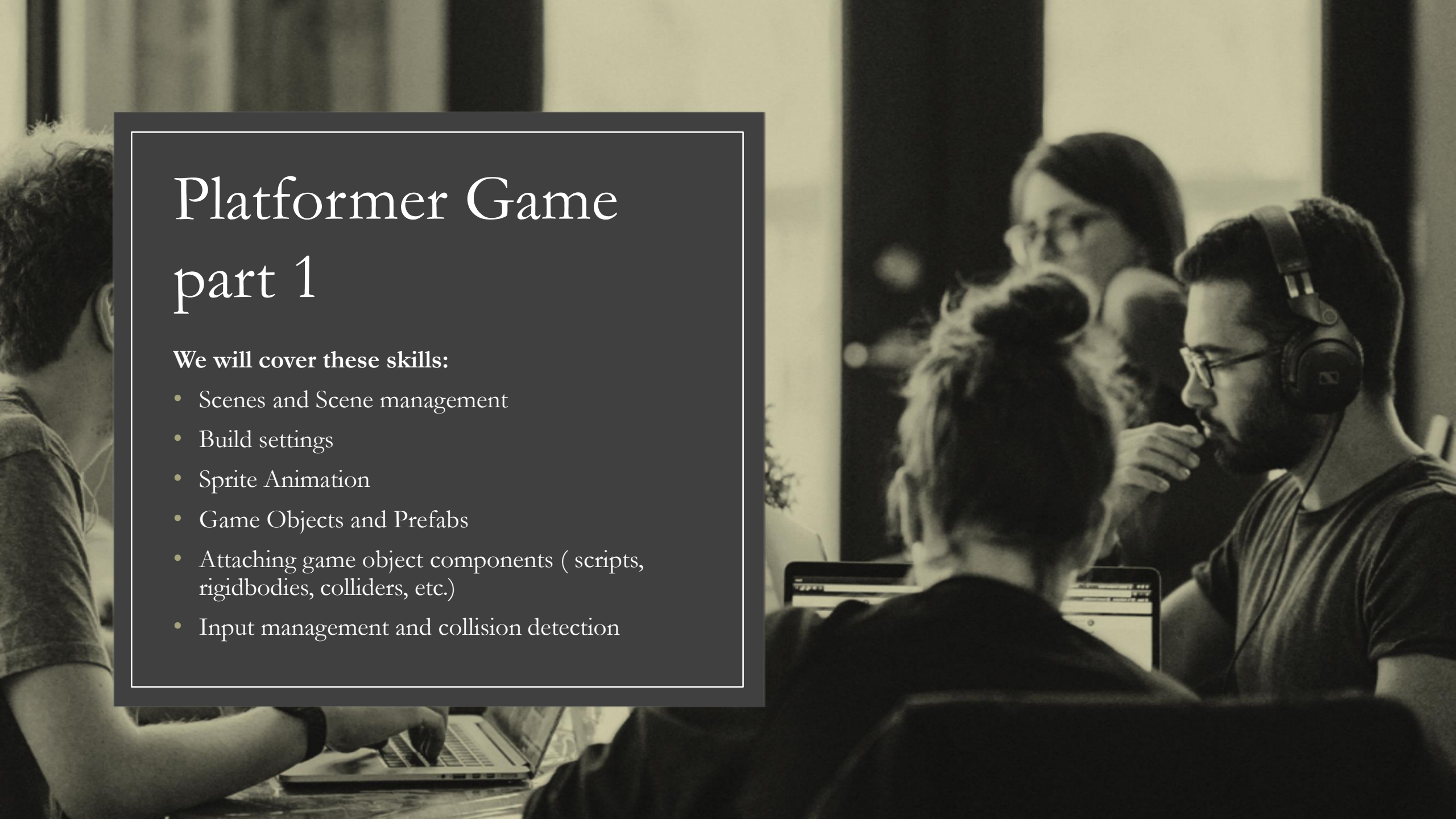
We will cover these skills:

- Namespaces: input and output
- Values: data types, variables and arrays.
- Operators and control constructs (conditionals)
- Functions: parameters and return types
- Classes: fields, methods.
- Guess the magic Number Game



Unity 3D

- Introduction to Unity 3D
- Creating custom workspaces
- Canvas UI
- Buttons and Event Listeners
- Sprites
- Importing Assets
- Guess the magic Number Game.



Platformer Game part 1

We will cover these skills:

- Scenes and Scene management
- Build settings
- Sprite Animation
- Game Objects and Prefabs
- Attaching game object components (scripts, rigidbodies, colliders, etc.)
- Input management and collision detection

Platformer part 2 - Final Project

- Game theory and Level Design
- Tilemaps
- Persistence (Game Sessions)
- Audio
- Build and deploy

Teaching methodologies

- Direct Instruction
- Inquiry based Learning
- Game based Learning

THANK YOU!

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