

2024



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# GAME DEVELOPMENT

02 Months



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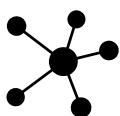
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# Game Development

## 1. Introduction and Environment Setting

- : Unity Interface, Essential Concepts, 2D Space, and 3D Space.
- : Setting Camera & Lighting.
- : Assignment 1.

### Scripting & Coding

- : Scripts as Behaviour Components, Variables, and Functions, Syntax, C# vs. JS, If Statements,
- : Loops, Scope, and Access Modifiers, Awake and Start, Update and Fixed Update, Vector Maths,
- : Enabling and Disabling Components, Activating Game Objects & Translate and rotating.

### 3. Scripting & Coding

- : Linear Interpolation, Destroy, Get Button and Get Key and Get Axis.
- : OnMouseDown, Get Component, Delta Time & Data Types.
- : Classes, Instantiate, Arrays, Invoke, Enumerations & Switch Statements.
- : Assignment2.

### What is User Interface?

- : Text, Button (On click & Events), Image, Slider & Assignment 3.

## Player Preference and Sounds

- : Store Game Data in Local Mobile Storage.
- : Handling Sounds in the Game.

## Physics

- : Colliders & Triggers.
- : Collisions.
- : Rigid bodies & Joints.
- : Materials.
- : Ray casting.
- : Assignment4.

## Animation

- : Animation View
- : Properties.
- : Curves and Events.
- : Asset A Pl.
- : Animator.

## 8. Roll a Ball Game

- : Concept.
- : Environment.

## Android Development

- Build the Game for Android Devices.
- Assignment5.
- Action Kit 1-2
- Action Kit 2-2. Project Finalizing
- Vehicle Kit
- Intermediate Coding. Ads Integration
- Project Problem Discussion
- Project Submission

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