

Unity Learn

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Pathways

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What do you want to learn?

M

Pathway
Junior Programmer

Mission
Junior Programmer: Create with Code 1
Programming Basics

Project
Getting Started

Project
Unit 1 - Player Control

Tutorial
Introduction to project management
and teamwork

Project
Unit 2 - Basic Gameplay

Mission Checkpoint

Mission
Junior Programmer: Create with Code 2

Created: September 28, 2020
Mission Version 1.3

Junior Programmer: Create with Code 1

Mission • Foundational • +600 XP • ₱1322

★★★★ (88132)

Unity Technologies

Resume mission

This first mission in the Junior Programmer pathway will provide you with the core foundation needed to create a wide range of digital experiences in Unity. You'll learn about fundamental programming concepts such as variables, functions and basic logic through two practical projects. You'll also modify a script to customize a simple Unity experience: the beginning of your personal portfolio.

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Mission briefing

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What do you want to learn?

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Pathway
Junior Programmer

Mission
Junior Programmer: Create with Code 2
Programming Simple Functionality

Project
Unit 3 - Sound and Effects

Project
Unit 4 - Gameplay Mechanics

Project
Unit 5 - User Interface

Tutorial
Introduction to user feedback and
testing

Project
Next Steps

Tutorial
Career research and preparation

Tutorial
Introduction to portfolios

Mission Checkpoint

Created: October 02, 2020
Mission Version 1.1

Junior Programmer: Create with Code 2

Mission • Foundational • +900 XP • ₱571

★★★★ (38764)

Unity Technologies

Resume mission

In this Junior Programmer mission, you'll expand on your foundational learning and create basic custom interactions with Unity. As you complete four practical projects, you'll explore a range of concepts that support basic functionality, including loops, data types, references, script communication and UI. To complete the mission, you'll create a simple prototype application for your portfolio. By the end of this mission you will have acquired all the skills needed to take the [Unity Certified User: Programmer](#) certification exam.

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What do you want to learn?

M

Pathway
Junior Programmer

Mission
Junior Programmer: Manage scene flow and data

Tutorial
Introduction to real-time 3D experience design

Tutorial
Set up version control

Tutorial
Explore the sample project

Tutorial
Principles of object-oriented programming

Tutorial
Create a scene flow

Tutorial
Implement data persistence between scenes

Tutorial
Implement data persistence between sessions

Mission Checkpoint

Created: October 01, 2020

Mission Version 2.1

M

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Junior Programmer: Manage scene flow and data

Mission • Foundational • +600 XP • ₱ 290

★★★★★ (23059)

Unity Technologies

Resume mission

In this Junior Programmer mission, you'll learn about data persistence, or how to manage the loading and unloading of data between both scenes and sessions. Along the way, you will be introduced to the core pillars of object-oriented programming, which will help you structure your code throughout the mission. There will only be one practical example throughout the mission, which will build on the new functionality you create with each tutorial. At the end of this mission, you'll take everything you learned and apply it to a new project by

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What do you want to learn?

M

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Junior Programmer

Mission
Junior Programmer: Apply object-oriented principles

Tutorial
Abstraction in object-oriented programming

Tutorial
Inheritance and polymorphism in object-oriented programming

Tutorial
Encapsulation in object-oriented programming

Tutorial
Profile code to identify issues

Tutorial
Job preparation: Junior Programmer

Mission Checkpoint

Mission
Junior Programmer: Create with Code 1

Created: October 03, 2020

Mission Version 1.3

M

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Junior Programmer: Apply object-oriented principles

Mission • Foundational • +300 XP • ₱ 177

★★★★★ (14948)

Unity Technologies

Resume mission

In this mission, you'll refactor the inventory project you completed in the previous mission using the pillars of object-oriented programming as a guide. You'll deep dive into the inner workings of each pillar individually, so you can better understand its value in developing applications. Next, you'll learn how to profile your code to identify any optimization bottlenecks that would slow down the final build of your application. To close out this mission, you'll develop a small application for your portfolio that uses fully optimized code built on