Absolute Beginner Code Comprehension

Interpret simple code

Improve simple code using the features of an IDE

Absolute Beginner Application Scripting

Use common logic structures to control the execution of code.

Write code that utilizes the various Unity APIs

Implement appropriate data types

Write code that integrates into an existing system

Implement a code style that is efficient and easy to read

Prototype new concepts

Absolute Beginner Debugging

Diagnose and fix code that compiles, but fails to perform as expected

Diagnose and fix common compilation errors

Diagnose and fix compilation errors related to Unity’s Scripting API

Diagnose and fix the cause of an exception

Beginner Application scripting

Create the scene flow in an application state

Implement data persistence across scenes and user sessions

Absolute Beginner Version control

Maintain a project by correctly implementing version control

Implement best practices of version control using Unity Collaborate

Absolute Beginner Code optimization

Maximize code efficiency by correctly executing coding best practices

Debug performance issues

Beginner Programming theory

Analyze the principal pillars of object-oriented programming

Simplify code and make it reusable by correctly implementing the principles of inheritance and polymorphism

Make code more secure and usable by correctly implementing the principles of abstraction and encapsulation, including the use of interfaces

Write efficient, organized, and comprehensible code by correctly implementing the principles of object-oriented programming