

Unity Syllabus (3d game development)

Introduction to Game Engines and downloading unity	1 class
Introduction to Unity UI; Adding Gameobjects; Creating Materials	1 class
Introduction to unity asset store and importing assets; basic level design; adding skybox; setting up camera	3 classes
Introduction to scripts; creating basic movement scripts; introduction to movement inputs	2 classes
Introduction to lighting	1 class
Introduction to terrains	3 classes
UI programming for game	4 classes
Introduction to characters in unity	1 class
Animation Tree Programming	5 classes
Adding basic animation to characters	3 classes
Creating a score and highscore system, introduction to playerprefs	1 class
Creating timer, play, pause, exit	1 class
Deploying the game	3 classes
Total classes	29 classes