LEARN2 DEV

UNITY GAME DEVELOPMENT COURSE

MASTER YOUR CRAFT

CREATE EPIC GAMES

EARN WHILE YOU INNOVATE

Table Of Contents

Welcome To The Unity Game Development Course At Learn 2 Dev!

This course is designed to take you from a novice to an Intermediate Game Developer. Over the next 3 months, you will learn everything you need to know about game development using Unity, the industry-leading game engine.

Unity

Why Learn Game Development?

→ **High Demand:**
Game development is a rapidly expanding industry, fueled by immense by the popularity of video games. In 2019, the industry generated over **$151 billion,** with a projections indicating a robust growth rate of nearly **13% by 2027.** Unity game development in particular, is experiencing soaring demand. The Unity engine dominates the market, powering more than **50%** of mobile games, solidifying its position as a leading choice for developers.

→ **Creative Expression:**
Game development combines art, storytelling, and technology, offering a unique outlet for creativity.

→ **Diverse Opportunities:**
The skills acquired can be utilized in diverse role, including game designer, programmer, or technical artist.

→ **Portfolio Building:**
Engaging in hands-on projects enable you to develop a portfolio to highlights your skills to prospective employers or client.

Course Overview:

Duration:

3 Months

Structure:

- **4 Weeks:** Classes
- **6 Weeks:** Project Work
- **2 Weeks:** Freelancing and Client Acquisition

Course Goals

By completing this course, you will gain a comprehensive grasp to Unity, achieve proficiency in creating your own games, and acquire the capabilities to promote yourself as a freelance game developer or pursue opportunities in the gaming industry.

Detailed Course Content:

4 Weeks : Classes

Week 1: Introduction

- **Steps to Become a Game Developer:**
  Overview of the game development process and career paths.

- **PC Requirements:** Minimum and recommended PC specifications for game development.

- **Intro to Unity & Installation:** How to download and install Unity, including resolving Intellisense issues.

- **Creating a New Project & Editor Overview:** Starting a new project and a brief tour of the Unity editor.
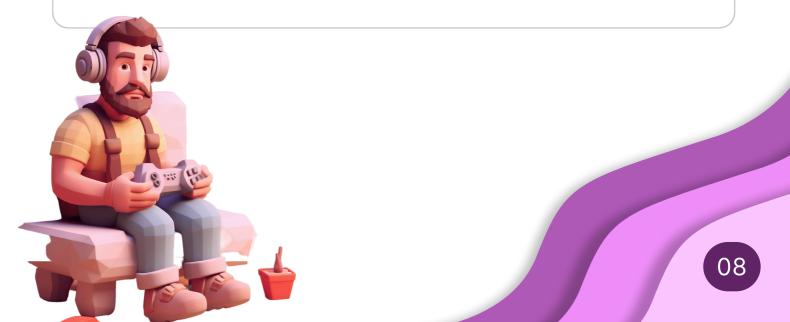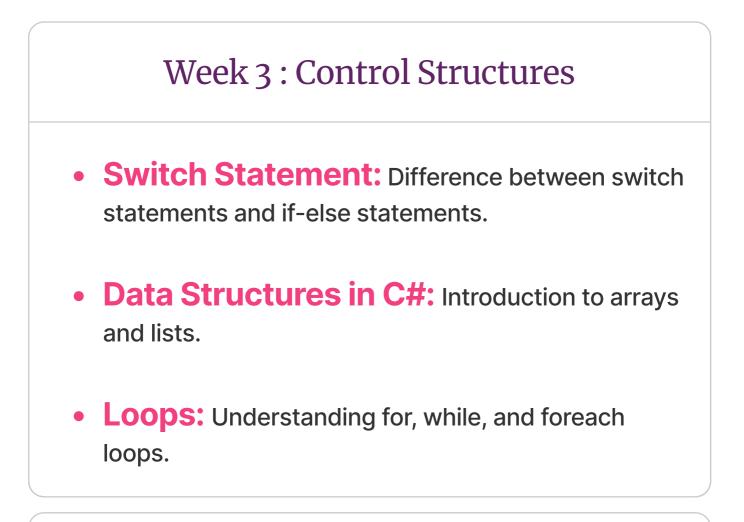
- **Layouts & Views:** Detailed look at the different layouts and views within the Unity editor.

- **Importing Assets, GameObjects & Components:** How to import and manage assets, understanding GameObjects and components.

- **Unity Shortcuts & Navigation:** Essential shortcuts and navigation tips to improve workflow efficiency.

Week 2: Scripting Basics

- **Scripting in Unity & Script Structure:** Introduction to scripting in Unity using C#, understanding the script structure.

- **Variables & DataTypes:** Basics of variables and data types in C#.

- **Conditional Statements:** Using if-else statements and understanding their application.

- **Operators in Unity:** Arithmetic, relational, and logical operators in Unity scripting.

- **Attributes:** Overview of attributes and their uses in Unity.

Week 3 : Control Structures

- **Switch Statement:** Difference between switch statements and if-else statements.

- **Data Structures in C#:** Introduction to arrays and lists.

- **Loops:** Understanding for, while, and foreach loops.

- **Methods & Functions:** Creating and using methods and functions.

- **Parameterized Methods:** Methods with parameters.

- **Return Type Methods:** Methods with return types

- **Variables & Properties:** Understanding variables and properties in classes.

Week 4: Object-Oriented Programming

- **Classes vs Objects:** Basics of object-oriented programming.

- **Static Types:** Understanding static types.

- **Primitive & Non-Primitive Types:** Differences between primitive and non-primitive types.

- **Inheritance:** Inheriting class elements via access modifiers.

- **Unity Types & Custom Types:** Understanding Unity's built-in types and creating custom types.
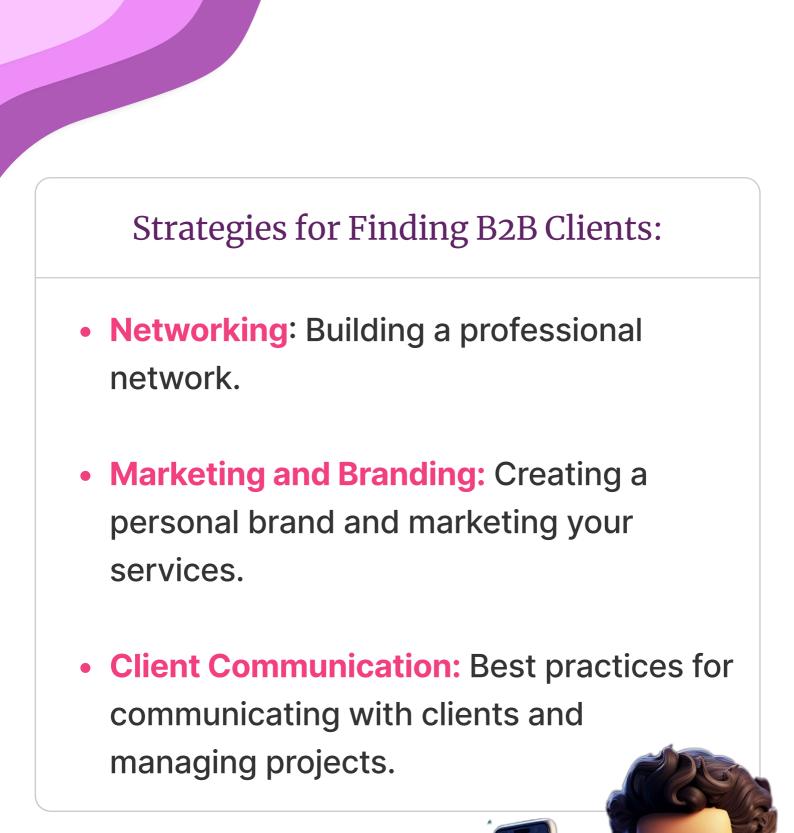
6 Weeks: Project Work

Game Making in Unity (In Circle):

- **Concept Development:** Developing a game concept.

- **Design and Prototyping:** Creating a game design document and initial prototypes.

- **Development:** Implementing the game using Unity, applying learned scripting and design principles.

- **Testing and Iteration:** Testing the game, debugging, and iterating based on feedback.

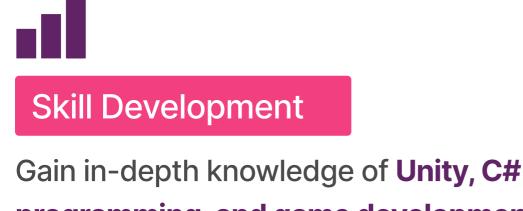- **Final Project Submission:** Completing and submitting the game project.

2 Weeks: Freelancing and Client Acquisition

Introduction to Freelancing Platforms:

- **Upwork and Fiverr:** Setting up profiles, tips for standing out, and finding game development gigs.

- **Creating Attractive Profiles:** How to showcase your skills and projects effectively.

Strategies for Finding B2B Clients:

- **Networking**: Building a professional network.

- **Marketing and Branding:** Creating a personal brand and marketing your services.

- **Client Communication:** Best practices for communicating with clients and managing projects.

Benefits of the Course

Skill Development

Gain in-depth knowledge of **Unity, C# programming, and game development** principles.

Career Opportunities

Prepare for roles such as game developer, designer, or technical artist.

Portfolio Building

Create a portfolio of projects to showcase your skills to potential employers or clients.

Testimonials

Ajmal has been a game-changer for my son's journey into game design. His expertise, combined with a patient and engaging teaching style, led to remarkable skill development. The hands-on assignments were both challenging and exciting. Thanks to Ajmal, my son not only learned game design but gained invaluable confidence. We're grateful for his exceptional mentorship and wouldn't hesitate to seek his guidance again.
Highly recommended!

David Sendroff

Enrollment Information:

How to Apply:

- **Visit our website** and fill out the application form.
- Submit required documents and application fees.

Course Fees:

- **Total Course Fee: PKR** 60,000
- **Registration Fee: PKR** 2000 (non-refundable)

We have a limited number of seats available for this course so early registration is encouraged.

Fee Structure

We offer a flexible fee structure to make the payment process easier for our students. The payment structure is as follows:

Payment	Amount(PKR)	Due Date
Registration Fee	2,000	Upon Registration
Initial Payment	20,000 1st Month fee	After 1st lecture
Total Initial Payment	22,000	
2nd Installment	20,000	Start of Month 2
3rd Installment	18,000	Start of Month 3
Total Fee	60,000	3 Months

Schedule for Unity Game Development Course

Session 1:

Monday to Wednesday (Intermediate Level)

- Timing: 5:30 PM to Onwards
- For students with basic programming knowledge
- Section decision taken by instructor after an interview

Schedule During Project Phase

- Daily Project Work: 3 hours

Last Month: Group Sessions

- Group Size: 5 people
- Duration: 2 hours per session (scheduled based on availability of instructor and students)

Notes:

→ **Class Timing:**

The regular classes are held from **Monday to Saturday** each week.

→ **Project Work:**

During the project phase, students from both sections are required to work on their projects for **2 hours daily.** During the project phase, students will work in groups and each group will collaborate to complete their assigned tasks efficiently, ensuring teamwork and effective project execution.

Table for Class Schedule

Week	Day	Time	Activity	Section
Week 1-12	Monday	6:30 PM - 8:00 PM	Classes	Intermediate
	Tuesday	6:30 PM - 8:00 PM	Classes	Intermediate
	Wednesday	6:30 PM - 8:00 PM	Classes	Intermediate
	Thursday	6:30 PM - 8:00 PM	Classes	Beginner
	Friday	6:30 PM - 8:00 PM	Classes	Beginner
	Saturday	6:30 PM - 8:00 PM	Classes	Beginner
Week 13-20	Monday - Friday	Flexible	Daily Project Work (3 hours)	Both Sections
Week 21-24	Scheduled per group	2 hours/ session	Group Sessions (5 people per group)	Both Sections

Conclusion:

We are excited to help you start your journey in game development. Enroll now and take the first step towards becoming an intermediate game developer!

Contact Information:

For further inquiries, please contact us at

📞 **+92 339 0079415**

✉ **connect@learn2dev.com**

📍 **Office # 52, 3rd Floor Crystal Arcade, LMQ Road Multan**