LEARN2 DEV

UNITY GAME DEVELOPMENT COURSE

LEARN SKILLS

DEVELOP GAMES

EARN WHILE YOU INNOVATE!

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

This Course Is Designed To Take You From **A Novice To A Professional Game Developer**. Over The **Next Six 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 booming field driven by the popularity of video games. The industry raked in over $151 billion in 2019 and is expected to continue growing at a rate of nearly 13% by 2027 Unity game development is in high demand due to the widespread popularity of the Unity engine. Statistics show it reigns supreme, with Unity being used in over 50% of mobile games.

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

Diverse Opportunities:
Skills learned can be applied to various roles such as game designer, programmer, or technical artist.

Portfolio Building:
Hands-on projects will help you build a portfolio to showcase your skills to potential employers or clients.

Course Overview:

Duration:

6 Months

Structure:

- **3 Months:** Classes
- **2 Months:** Project Work
- **1 Month:** Freelancing and Client Acquisition

Course Goals

By completing this course, you will gain a comprehensive grasp of 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:

Month 1-3: 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.

Week 2: Editor Overview in Detail

- **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 3-4: 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 5-6: 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.

Week 7-8: Methods and Properties

- **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 9–10: 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.

Week 11–12: Advanced OOP Concepts

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

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

Month 4-5: 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.

Month 6: 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.

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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

"I have finished my first year of college attending Lehigh University with the intention to graduate with a computer science degree. Currently I am doing military service, but intend to go back to college after my service.

I never knew what the idea and concept of coding was before I was taught by Mr. Faiz-Jillani. Teachings of Mr. Faiz opened my world to coding and indeed it was an exciting experience. Mr. Faiz explained coding in a way that made the students wanting to learn more and have fun. I remember we all were eager to learn and was very happy when our next class was with Mr. Faiz."

David Joon-Kyun Hwang

Contact Information:

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Schedule for Unity Game Development Course

Session 1:

Monday to Wednesday (Intermediate Level)
- Timing: 6:30 PM to 8:00 PM
- For students with basic programming knowledge
- Section decision taken by instructor after an interview

Session 2:

Thursday to Saturday (Beginner Level)
- Timing: 6:30 PM to 8:00 PM
- For beginner students
- 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)

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

Notes:

→ **Class Timing:**

The regular classes for Intermediate Section are held from Monday to Wednesday each week, while Beginner Section classes are from Thursday to Saturday.

→ **Project Work:**

During the project phase, students from both sections are required to work on their projects for 3 hours daily.

→ **Group Sessions:**

In the last month, students from both sections will be divided into groups of 5 for specialized sessions, with each session lasting 2 hours. The schedule for these sessions will be coordinated based on the availability of both the instructor and the students.

Conclusion:

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