
Course title: Game Development with Unity

Duration: 48 lessons + 15 workshops

Skills Development |4 Months|

Month 1 - Unity Fundamentals	
<i>Get comfortable in Unity and write your first scripts.</i>	
–	Unity editor navigation and project setup
–	GameObjects, Transforms, and 3D scene building
–	Introduction to C# - variables, functions, and MonoBehaviour
–	Controlling objects through code

Month 2 - Input, Physics & Interaction	
<i>Bring your scenes to life with movement and collision.</i>	
–	Player input and character movement
–	Rigidbody physics, colliders, and triggers
–	Prefabs - creating and spawning reusable objects
–	Mini-project: Roll-a-ball collector game

Month 3 - Game Systems & UI	
<i>Build the systems that make a game feel complete.</i>	
–	Component communication and object referencing
–	Spawning, timing, and coroutines
–	UI design - score, health bars, menus, and HUD
–	Scene management and level loading

Month 4 - 2D Game Development*Learn the full 2D pipeline and build a platformer from scratch.*

–	2D physics, sprites, and orthographic camera
–	Sprite animation and Animator controller
–	Tilemaps and level design
–	Player controller, enemies, and simple AI

Product Development |2 Months|**Month 5 - Polish, Audio & Personal Project Kickoff***Add depth to your games and begin your own project.*

–	Audio - sound effects and music
–	Particle systems, lighting, and cameras
–	3D character animation and NavMesh pathfinding
–	Personal project: idea, scope, and design document

Month 6 - Shipping Your Game*Complete, polish, and publish your personal game.*

–	Saving and loading game data
–	Game state management - pause, game over, restart
–	Debugging, performance optimization
–	Building and exporting for PC and WebGL
–	Final presentations and group playtest