



# GAMING DEVELOPMENT USING UNITY LEVEL 1



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GAMING DEVELOPMENT COURSES

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## Gaming Development Courses

### Introduction

Unity is an integrated authoring tool for creating 3D video games or other interactive content such as architectural visualizations or real-time 3D animations. Unity's development environment runs on Microsoft Windows and Mac OS X, and the games it produces can be run on Windows, Mac, Xbox 360, PlayStation 3, Wii, iPad, iPhone, as well as the Android platform. It can also produce browser games that use the Unity web player plugin, supported on Mac and Windows but not Linux. The web player is also used for deployment as Mac widgets.

Unity consists of both an editor for developing/designing content and a game engine for executing the final product. Unity is similar to Director, Blender game engine, Virtools, Torque Game Builder, and Game studio, which also use an integrated graphical environment as the primary method of development.

**This course is a prelude to a full Diploma in Gaming**



**Let us be part of your successful story in you IT career and invest in your future with high quality certifications.**

## Gaming Development Courses



### Games Development using Unity (Level 1)

#### Course overview:

This course is intended to introduce prospective students to game development concepts. Having completed this course, the student will be able to understand the principles of computer game design, and be able to develop simple games using the Unity visual game development tool.

#### Prerequisites

Students are expected to have a basic knowledge of an object oriented programming language (preferably either C# or .NET) or 'O' Level in Computer Studies

### Course outline

#### Unity basic concepts

The unity interface, general details of how unity works and a description of the tools available to the prospective game designer. Sample Unity games will be demonstrated to show the student what is achievable using the Unity game engine, and how assets and ancillary files in a game should be laid out.



Edit. Test. Play. With Unity, testing your latest idea is never more than a click away.

#### Getting started with Unity

Brainstorming an idea for a simple game

Planning what the game should involve, and outlining the rules of a game in a structured document.

#### Terrain

How to use the terrain tools in Unity.



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### Assets

Creation of custom assets and the construction of an asset library. Sample Unity assets will initially be used, with the option of importing custom assets from popular 3D applications.

### Characters

Character design is similar to asset design, except that characters can be animated. Importing and working with readymade and custom made characters.

### Interactivity

Introduction to unity scripting and basic programming. How to interact with the character and assets.

### Animation

Animation tools in Unity, events controlling animations and some sample scripts to highlight common animation tools

### Triggers

Code that is run on specific game conditions to control what events occur when. Introduction to some sample scripts which handle common events.

### Audio and music

How to add sound effects and music in game

### Debugging

How to trace and find errors in character/asset scripts

### Deployment

How to deploy a final build to different targets including iPhone, iPad, Android Tablet PCs and Phones, etc. Explanation of how files and assets should be organized.

### Deliverables

A simple, physics enabled, one player 3D game based on the student's own idea for one.

## Information

- **Tutor:** Gerard Said
- **Course Duration:** 15 Sessions (2 hours each) - 30 hours
- **Starting Date:** 23<sup>rd</sup> February 2012
- **Days:** Thursdays (5:30pm -7:30pm) and Saturdays (9:00 - 11:00)
- **Price:** €250