GAME DEVELOPMENT

FOUNDATION OF GAME DEVELOPMENT-

STAGE 2 (3 MONTHS)

SESSION	SESSION NAME
SESSION 1	Welcome to the World of Unity - 3D
SESSION 2	Knowing About Game Objects & Assets, and Managing Them
SESSION 3	Preparing About Gaming Assets & Assembling the Game Level
SESSION 4	Introduction to C# -1
SESSION 5	Introduction to C# -2
SESSION 6	Building Different Game Player
SESSION 7	Scripting in Game Development
SESSION 8	Configuring Camera View & Player for the Game
SESSION 9	Knowing About UI Design for Games
SESSION 10	Implementing Game Navigation and Pathfinding
SESSION 11	Adding Effects (Fire, Water etc.) & Audio to the Game
SESSION 12	Final Build & Game Deployment