FOUNDATION OF GAME DEVELOPMENT AND PRODUCT INNOVATION

STAGE 2 & STAGE 3 (6 MONTHS)

SESSION	FOUNDATION IN GAME DEVELOPMENT – STAGE 2	PRODUCT INNOVATION – STAGE 3
SESSION 1	Welcome to the World of Unity - 3D	Planning the Product Using Design Thinking
SESSION 2	Knowing About Game Objects & Assets, and Managing Them	Documenting the Product Using Design Thinking
SESSION 3	Preparing About Gaming Assets & Assembling the Game Level	Initializing Product Development
SESSION 4	Introduction to C# -1	Product Development -1
SESSION 5	Introduction to C# -2	Product Development -2
SESSION 6	Building Different Game Player	Product Development -3
SESSION 7	Scripting in Game Development	Ad Networks
SESSION 8	Configuring Camera View & Player for the Game	Monetizing the Game
SESSION 9	Knowing About UI Design for Games	Test the Game
SESSION 10	Implementing Game Navigation and Pathfinding	Publishing the Game
SESSION 11	Adding Effects (Fire, Water etc.) & Audio to the Game	Marketing the Game
SESSION 12	Final Build & Game Deployment	Final Build & Game Deployment