FOUNDATION OF GAME DEVELOPMENT, PRODUCT INNOVATION AND GO-TO MARKET

STAGE 2, STAGE 3 & STAGE 4 (9 MONTHS)

SESSION	FOUNDATION IN GAME DEVELOPMENT - STAGE 2	PRODUCT INNOVATION - STAGE 3	GO-TO MARKET – STAGE 4
SESSION 1	Welcome to the World of Unity – 3D	Planning the Product Using Design Thinking	Introduction to Ecommerce
SESSION 2	Knowing About Game Objects & Assets, and Managing Them	Documenting the Product Using Design Thinking	Ecommerce Platform & Configuring Selling Platforms
SESSION 3	Preparing About Gaming Assets & Assembling the Game Level	Initializing Product Development	Sales and Operation Planning
SESSION 4	Introduction to C# –1	Product Development –1	Concepts of Digital Marketing and Digital Advertising
SESSION 5	Introduction to C# –2	Product Development –2	Basics of Accounting
SESSION 6	Building Different Game Player	Product Development –3	Procurement & Inventory Management & Warehouse Management & Shipping
SESSION 7	Scripting in Game Development	Ad Networks	Managing Finances
SESSION 8	Configuring Camera View & Player for the Game	Monetizing the Game	Ecommerce Back-Office
SESSION 9	Knowing About UI Design for Games	Test the Game	Analytics & Insights
SESSION 10	Implementing Game Navigation and Pathfinding	Publishing the Game	Basics of Taxations & Insurance
SESSION 11	Adding Effects (Fire, Water etc.) & Audio to the Game	Marketing the Game	Customer Relationship Management
SESSION 12	Final Build & Game Deployment	Final Build & Game Deployment	------------------