

Game Development with Unity

In this course you will start your journey into Game Development with Unity. Get comfortable with gentle codeless introductions, then follow us as we guide you to creating your first game from scratch with simple code.

Lesson 1

Getting Started

- Introduction
- First look into Unity
- Game Objects
- Components
- Scripting in Unity
- Assets
- Implementation of what we have learned

Lesson 2

Let's make a game

- Environment Design
- Spawning infinity roads
- Character and Animation
- Keyboard Input
- Obstacle Spawning
- User Interface
- Lightnings and camera
- Visual effects and particle system
- Enumerators and Coroutines
- Audio
- Load and save through player perms
- Increasing player speed
- Building Application