

GAME DEVELOPMENT:

UNITY & C#

[Duration: 120 Hours/
6 months]

Uses unity and c#

- Can build your own projects using C# in Unity
- Adept at navigating the Unity interface and interpreting basics of the API
- Confident iterating with prototypes, debugging, and solving programming challenges
- Capable of creating and programming a function state machine
- Can build complex games using C# in Unity
- Build a game for publication
- Get a solid understanding of end-to-end game production

+6 International exams
- additional in price



CERTIFIED
Associate
Game Developer

ABOUT

Unity is a tool that allows you to accomplish different types of tasks related to the game production process. Unity provides game developers with a 2D and 3D platform to create video games. What makes Unity so appealing to developers is that it's simple to use so that you don't need to start from scratch.

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Full Payment before commencement (no payment plan)

Prerequisite: Intro C# course

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GAME DEVELOPMENT: UNREAL & C++

[Duration: 120 Hours/
6 months]

Uses unreal engine and c++

- Recreate the process for blocking out a 3D environment.
- Edit a blocked-out scene based on testing of pacing and flow.
- Use best practices to light a scene to create a believable mood.
- Apply post-processing volumes to modify the color grading and atmosphere of a scene.
- Import custom assets into Unreal Engine.

+2 International exams
- additional in price

ABOUT

Unreal Engine is a C++ video game engine based on the Unreal Tournament game series. Game developers use game engines like Unreal to take some of the “grunt work” out of developing a video game. For example, a game engine might have already established tools that allow you to do things like control the lighting and physics in a game, create models, and more. This saves the game developer a lot of time, allowing them to focus more on things like the graphics

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GAME DEVELOPMENT: PYGAME & PYTHON

[Duration: 60 Hours/
3 months]

Uses Pygame and python

- Module 1: Introduction to Python
- Python Overview
- Application of Python
- Installation
- Module 2: Basics of Python
- Variables
- Data Types
- Lists and Loops
- Conditional Statements
- Tuples
- Object-Oriented Concepts
- Module 3: Introduction to Pygame
- Overview
- Installing Pygame
- Events in Pygame
- Display
- Font Module
- Module 4: Creating Visuals
- Working with Pixel
- Working with Colour
- Images in Pygame
- Drawing Objects
- Module 5: Moving Objects
- Frame Rate
- Moving in a Straight Line
- Exploring Vectors
- Module 6: User Inputs
- Introduction
- Keyboard Control
- Mouse Control
- Moving in a Straight Line
- Joystick Control
- Module 7: Sound Interaction
- Overview
- Storing Sound
- Creating Sound Effects
- Playing Sounds with Pygame
- Playing Music with Pygame

+2 International exams
- additional in price

ABOUT

Pygame is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used with the Python programming language.

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