

Gaming with Unity

Total Sessions : 12

Sessions Duration : 1 Hr

Course objective

This course provides students an understanding of gaming platforms such as unity and unreal. The course then drills down into Unity platform and provides hands on experience to create their own games. Students will learn to implement concepts learned in this course by developing their own game, Go-Kart rush game during the duration of this course. Select students will be able to publish their game on Practically platform for other students to see.

Course Content

- 01 Introduction to Unity Engine
- 02 Game Development Pipeline
- 03 Hands on experience on coding and Game mechanics
- 04 Building and publishing on the platform