



Video Game Development 11

Course Outline

Course Layout *The course is broken down as follows:*

Unit	Topic
1	Getting Started with Unity
2	Creator Kit: Puzzle
3	Creator Kit: Beginner Code
4	Create with Code: Player Control
5	Create with Code: Basic Gameplay
6	Create with Code: Sound and Effects

Grading *Your grade for this course will be calculated as follows:*

Item	Weight
Learning Guides	20 %
Projects	50 %
Challenges	30 %

Prerequisites

There are no required prerequisites to take this course. However, basic programming knowledge would be beneficial.

Learning Guides & Labs

Before you start unit projects, you must submit the unit's Learning Guide.

Projects:

As you work through units use the projects to enhance your understanding in areas of interest and/or weakness. If you wish to explore another area of interest within a topic area, feel free to propose your idea to your teacher.

Software:

- Unity is a free, cross-platform game engine that is available to download for Windows, Mac, and Ubuntu operating systems. Unity Hub manages all your game projects and Microsoft Visual Studio is the IDE (Integrated Development Environment) used for coding in C# (C sharp) that is included with Unity.

Hardware:

- The minimum computer hardware system requirements are found at <https://docs.unity3d.com/Manual/system-requirements.html>. A standard mouse with wheel is recommended.

Keys to Success:

1. Actively work through each lesson, trying examples and reflecting on material.
2. Use the Learning Guide as your tool for documenting your understanding. Lay it out neatly and well organized.
3. Make sure you understand all project requirements. If you can't figure it out - ASK!
4. Be sure to use your message system for regular communication with your instructor.