INFOSOFT IT SOLUTIONS

Training | Projects | Placements

GAME DEVELOPMENT WITH UNITY

Introduction to Unity and Game Development

- Overview of Unity Engine
- Introduction to Game Development Principles
- Setting up Unity Environment
- Unity Interface and Navigation

Unity Basics

- Creating and Manipulating Game Objects
- Transformations and Positioning
- Working with Prefabs and Assets
- Introduction to Scripting in Unity (using C#)

Scripting in Unity

- Basics of C# Programming for Unity
- Writing and Attaching Scripts
- Handling Input and Player Controls
- Scripting Game Mechanics and Interactivity

Unity Components and Features

- Unity Physics and Collision Detection
- Audio and Sound Effects Implementation
- Animations and State Machines
- Particle Systems and Special Effects

Game Design and Development

- Game Design Principles and Process
- Level Design and Environment Setup
- Implementing Game Mechanics
- User Interface and HUD Design

Advanced Unity Topics

- Networking and Multiplayer Implementation
- Optimizing Game Performance
- Integrating Third-Party Assets and Plugins
- Publishing Games to Different Platforms