

Games Development Skills Bootcamp

Game Design Fundamentals

Game Development Process

Introduction to Unity Game Engine

Gameplay Mechanics and Interactivity

Physics and Collisions in Unity

Implementing Player Movement and Jumping

UI and User Interaction

Audio in Games

Advanced Gameplay

Scripting Techniques

Advanced Player Controls

Building Interactive Environments

Showcase Preparation

Final Showcase Event

Group Presentations

Game Testing

Quality Assurance

Final Level Design

Game Polishing

Improving Performance and Load Times

Finalizing Art Assets and Graphics

Implementing Triggers and Events

Animation

Creating Challenging Gameplay Elements

Course Duration: 8 weeks (depending on timetable)



Playback Studio

www.playbackstudio.co.uk