Training on Game Development - SYLLABUS

Description: Game development is a fast growing industry globally with an annual generation of 180 billion dollars. This training programme introduces participants into the world of Game Development using the popular **Unity Platform**.

It is expected that by the end of the programme participants will be:

1. familiarised with the basic functions of the Unity Integrated Development Environment (IDE)
2. able to traverse the Unity platform along with the basic objects/primitives and physic simulations
3. able to distinguish between Triggers / Colliders along with being able to instantiate Prefabs
4. able to make the first steps in Animations and understanding Animation controllers.
5. able to control Events , either via animations or with Triggers using C# or Visual Scripting
6. able to create and modify cameras according to their needs.
7. able to use their own materials for their game objects
8. able to instantiate objects and destroy them
9. able to use Tags and Global Variables throughout a project

Level: Beginners

Platform: Unity (www.Unity.com)

Prerequisite for Participation: Not required but recommended a good understanding of computer programming concepts and experience in a programming language such as C, C+, C#, Python, Java.

Total Hours: 16

Audience: Suitable for ICT teachers in public and private secondary education and trainers in private training centres and state training centres interested to learn the basics of game development using the Unity Platform. Potentially, participants will be able to introduce the unit of "Game Development" in their schools or training centres.

Trainer: Constantinos Ierodiaconou, CSC Teacher, GC School of Careers

DAY 1 – 29 April 2024 @ 8.30 – 18.00	DAY 2 – 30 April 2024 @ 8.30 – 18.00
Introduction to Unity Basics	Animations and Animation Controllers
• Primitives	• Animation Clips/Recording Controlling Events
• Moving Around the Platform	• Via C# Script
• Rigid-bodies and Physics	• Via Visual Scripting
• Cameras (basic)	• Cameras / Cut-scenes
Writing the first Script in C#	Tags and Global Variables
• Teleporting (moving Objects via Script)	•Usage of Tags
• Triggers / Colliders	•Global Variables - Static
• Prefabs	• Additional / Q&A
• Instantiating Prefabs	