



GAME DEVELOPMENT LEVEL - 1 CURRICULUM



Session Plan Overview



S.No.	Session Name	Class Topics	Tool Used
1	Start Your Game Dev Journey – Introduction to Roblox Studio	<ul style="list-style-type: none"> • Create a Roblox Account and Install Roblox • Make a Game Object • Moving and Scale of Game Objects • How to Install Plugins in Roblox Studio • How to Navigate Roblox Studio • How to Save and Publish to Roblox • How to Add Parts to Your Roblox • How to Use Models in Roblox Studio 	Roblox Studio
2	Create Your First Level – Designing in Roblox Studio	<ul style="list-style-type: none"> • Creating Your World - Terrain Editor • Raising and Lowering the Terrain • Changing the Lighting of Your Game World and Time of Day • Adding Skybox to the Game • Working with default effects(fire smoke rain etc) 	Roblox Studio
3	Bring Games to Life – Introduction to Lua Scripting	<ul style="list-style-type: none"> • Print Statement • Datatypes • Change the GameObject properties with the script • Create a Functions • Loops • While Loop • Function Return Values • Creating Disappearing Block 	Roblox Studio
4	Go Live – Publishing Your Game & Adding Game Passes	<ul style="list-style-type: none"> • Checking the performance of the Game • Game Pass • Publish the Game 	Roblox Studio
5	Enter Unity 3D – Installation & Your First Project	<ul style="list-style-type: none"> • Installation of Unity 3D • Unity Hub • Different Versions of Unity 3D • Create a new project(3D/2D) • Different windows for Unity 3D • Exploring Inspector panel • Exploring Tool bar • Exploring Project Window • Exploring hierarchy Window • Exploring scene window 	Unity 3D
6	Build in 3D – Designing Levels with Basic Shapes	<ul style="list-style-type: none"> • Create a new project(3D/2D) • Different windows for Unity 3D • Exploring Inspector panel • Exploring Tool bar • Exploring Project Window • Exploring hierarchy Window • Exploring scene window 	Unity 3D
7	Create Realistic Worlds – Terrain Design in Unity	<ul style="list-style-type: none"> • Introduction to Terrain • Exploring terrain setting • Exploring Terrain tools • Exploring the brush Tool • Create a basic layout for the terrain(Height map) • Raise and lower the terrain • Adding detailed Texture to the terrain • Adding grass to the terrain • Adding tree • Adding prefabs • Adding Skybox to the environment • Adding effects to the Game • Adding Lighting effect and Adding Collider to the objects 	Unity 3D
8	Launch & Test – Publishing Your Unity Game	<ul style="list-style-type: none"> • Build a game • Distinguish console hardware • Refine build settings • Uploading game for different platforms • Understand the build process • Uploading game for different platforms 	Unity 3D