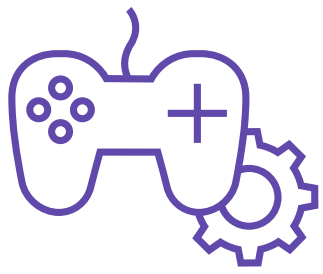# Game Development 12-Month Curriculum- Stage 1

SESSION NUMBER	SESSION NAME
Session 1	Introduction to Game Development and Installation
Session 2	Create your first project in Unity 3D and User Interface of Unity
Session 3	Understanding the layout and design an level with basic shapes
Session 4	Materials and physics in the Game
Session 5	Exploring Asset Store
Session 6	Lighting in Unity
Session 7	Lighting in Unity
Session 8	Terrain Creation: Raise and Lower the terrain
Session 9	Terrain Creation: Adding Texture
Session 10	Terrain Creation: Adding Skybox and Lights
Session 11	Model Creation Using ProBuilder
Session 12	Introduction to C#:Variables and Loops
Session 13	Introduction to C#:Methods and Classes
Session 14	Introduction to C#: Life Cycle of Unity C# scripting
Session 15	Introduction to C#: Moving an object and Collistion Detection
Session 16	Introduction to C#: Spawning an object in runtime
Session 17	Importing character from Mixamo
Session 18	Creating the Third Person Controller
Session 19	Creating an Animation
Session 20	Animation in Unity: Types of Animation and Set up
Session 21	Animation in Unity: Switching and Animation with Keyboard Input
Session 22	Animator Controllor for NPC
Session 23	Implementing Game Navigation and Pathfinding
Session 24	Creating Navmesh for NPC
Session 25	Creating Waypoint system for Game
Session 26	Instantiate an Object and Ray Cast
Session 27	User Interface for Game: Canvas, Button,Text
Session 28	User Interface for Game: Creating Menu Screen and HUD for the Game
Session 29	Adding collectable to the Game
Session 30	Creating Leaderboard and HighScore
Session 31	Creating Game Over Screen , Menu Screen , Pop up Menu
Session 32	Adding Effects and triggering effect in the game
Session 33	Adding sound for the game
Session 34	Crowd Simulation
Session 35	Crowd Simulation
Session 36	Optimizing Game Performance 1
Session 37	Optimizing Game Performance 2
Session 38	Final build & Game deployment
Session 39	Game Publishing

Disclaimer

** 1. The curriculum is subjected to changes and upgradation as per the feedback received from our customers.

2. Project and activities will depend on the type of course and tier.

3. Moonpreneur reserves all the rights to update its curriculum at any given point in time.

Game Development 12-Month Curriculum- Stage 2

SESSION NUMBER	SESSION NAME
Session 1	Ideation and Finalizing the Game Design
Session 2	Getting the Assets for the Game and Adding UI
Session 3	level Design for the game
Session 4	Working on individual elements of the game 1
Session 5	Working on individual elements of the game 2
Session 6	Working on individual elements of the game 3
Session 7	Working on individual elements of the game 4
Session 8	Working on individual elements of the game 5
Session 9	Working on individual elements of the game 6
Session 10	Integrating the different components of the game
Session 11	Testing and Final Report
Session 12	Testing and Final Build
Session 13	Testing and Publishing

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