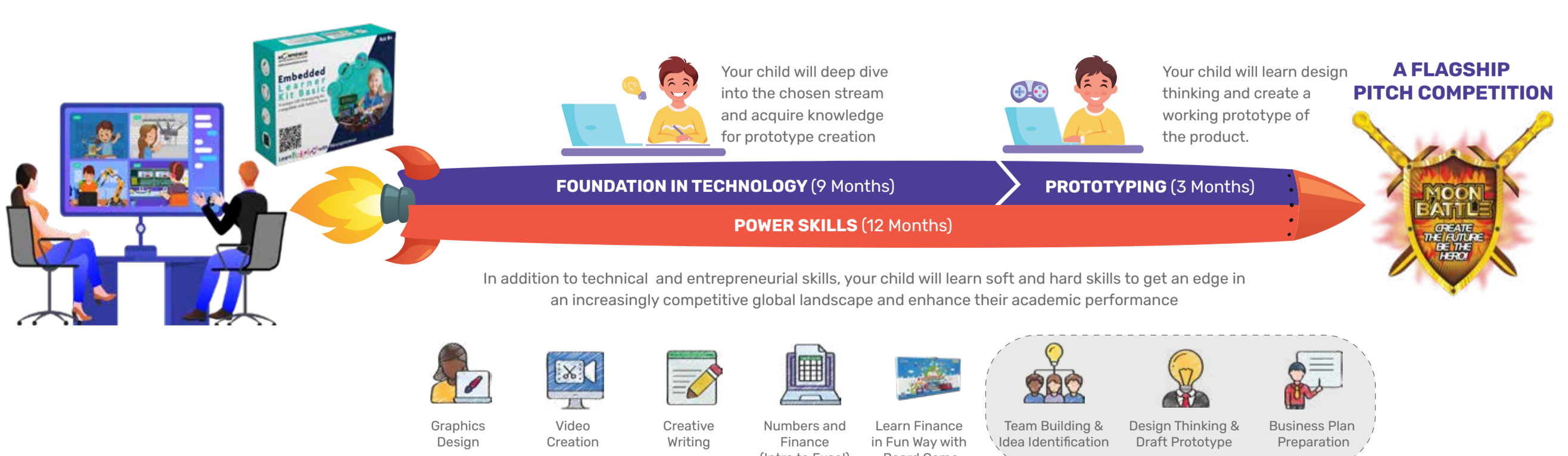




## Innovator Program (Game Development) -Curriculum

SESSION NO.	SESSION NAME
1	Introduction to Game Development and Installation
2	Create your first project in Unity 3D and User Interface of Unity
3	Understanding the layout and design an level with basic shapes
4	Materials and physics in the Game
5	Lighting in Unity
6	Terrain Creation
7	Terrain Creation
8	Introduction to C#
9	Introduction to C#
10	Introduction to C#
11	Building different Game Player
12	Configuring Camera View & Player for the Game
13	Knowing about UI design for Games
14	Knowing about UI design for Games
15	Adding collectable, integrating with UI, Creating High score and Leaderboard
16	Animation in Unity
17	Animation in Unity
18	Implementing Game Navigation and Pathfinding
19	Implementing Game Navigation and Pathfinding
20	Implementing Game Navigation and Pathfinding
21	Refine the project
22	Adding Effects (Fire, Water etc...) & Audio to the Game
23	Audio Mixer
24	Optimizing Game Performance
25	Particle System
26	Final Build and Game Deployment

### STUDENT'S JOURNEY



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