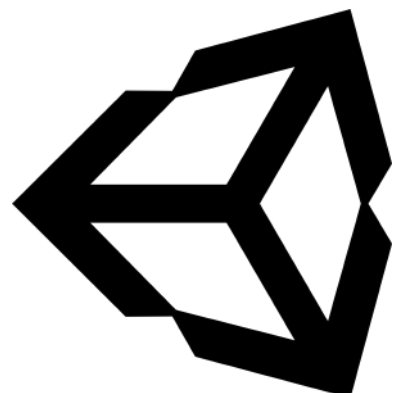




01

Unity Dev

LEVEL 1

Experience Level: **BEGINNER**Number of Classes: **50**Age Range: **ALL AGES**

01

Basic C# Coding

- Variables.
- Constants.
- Operators.
- Setting up and responding to Player Inputs.
- Conditional Program Flow.
- Functions.
- Encapsulation.

02

Intro to Number Wizard

- Number Wizard UI.
- Number Wizard UI game design.



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02

02

Intro to Number Wizard (Contd.)

- UI Anchors and Buttons
- Scene Loader

03

Block Breaker

- Game Design.
- Package Management.
- Rigid Body and Collisions.
- Adding Unity Physics.
- Launching the ball.
- Finishing the game, and restarting.

04

Space Shooter

- Game Design.
- Package Management.
- Movement.
- Delta Time.
- Shooting Mechanics.
- Enemy Spawns.
- Enemy AI.
- Sound Effects.
- Particle Effects.



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03

05

2D Platformer

- Game Design.
- Unity Tilemap.
- Animations.
- Player control.
- Implementing Collisions.
- Character Movement.
- Camera Control and Movement.
- Enemy and Level Design.
- Player and Enemy Death.
- Level Exits.



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