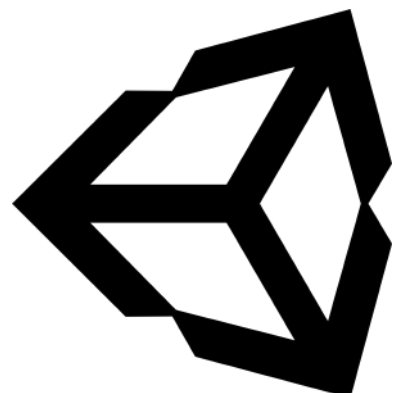




01

# Unity Dev

LEVEL 2

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

01

## Basic C# Coding

- Game Design.
- Variables.
- Constants.
- Operators.
- Setting up and responding to Player Inputs.
- Conditional Program Flow.
- Functions.
- Encapsulation.
- Arrays.
- Switch Case v/s If-Else-Else Ladder.
- Coding Random Behaviour.



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02

02

## Understanding Basic Unity with a pseudo-3D game.

- Game Design.
- Basic User Input.
- Physics and Rigidbody mechanics.
- Understanding and implementing the Coordinate System.
- Audio Design.
- Level Design.
- Adding Prefabs.
- Particle Effects.

03

## On-Rails Shooter

- Game Design.
- Terrain Creation and adding Texture.
- Adding Skybox.
- Adding Player controlled Ship.
- Bullet Particles and Explosions.
- Detecting Particle Collisions.
- Enemy Ship Design.



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03

04

## Tower Defence

- Game Design.
- Understanding Pathfinding.
- Level Design.
- Introduction and Implementation of Queues.
- Tower Design and Implementation.
- Tower functions.
- Spawning Enemies.
- UI elements



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