Building Game With Unity

Duration : 3 Days

Course Content

Game Creation with Unity: Unity is a game development platform that enables developers to create immersive game experiences in a variety of formats, including Augmented Reality (AR). By using Unity, developers can add virtual elements to the real world displayed via devices such as smartphones or AR glasses. Unity provides tools and features that support integration between virtual objects and real environments, allowing users to see, touch, and interact with game content that has been enriched with virtual elements in the real world. This platform is very suitable for use in developing AR games which can be applied in various sectors such as education, marketing and entertainment.

Prerequisites

- C# Programming Language Advanced

Course Objectives

After taking this course, delegates will have practical knowledge of how to create simple games using Unity.

Who Should Attend

This course is designed for developers looking to create mobile games using Unity.

Course Outline

- Introduction Unity
- Introducing C# Programming for unity
- Game Environment Controlling
- Advance Character & Environment Controlling
- Condition/ Event Trigger, UI/Screen
- Animation

- Game UI
- BGM & SFX Game
- Finishing & Build