# **GAME DEVELOPMENT:** UNITY & C#

[Duration: 120 Hours/ 6 months]

### Uses unity and c#

- Can build your own projects using C# in Unity
- Adept at navigating the Unity interface and interpreting basics of the API
- Confident iterating with prototypes, debugging, and solving programming challenges
- Capable of creating and programming a function state machine
- Can build complex games using C# in Unity
- Build a game for publication
- Get a solid understanding of end-to-end game production

PRICE: R65 400 / \$4560 / €4160 / £4000

Full Payment before commencement (no payment plan)

Prerequisite: Intro C# course



# **ABOUT**

Unity is a tool that allows you to accomplish different types of tasks related to the game production process. Unity provides game developers with a 2D and 3D platform to create video games. What makes Unity so appealing to developers is that it's simple to use so that you don't need to start from scratch.

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# GAME DEVELOPMENT: UNREAL & C++

[Duration: 120 Hours/6 months]

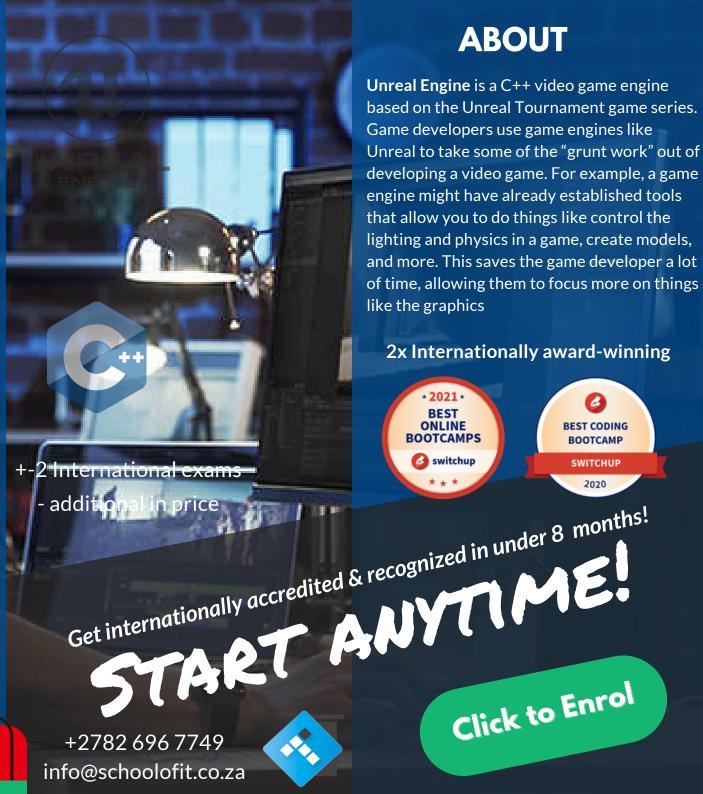
### Uses unreal engine and c++

- Recreate the process for blocking out a 3D environment.
- Edit a blocked-out scene based on testing of pacing and flow.
- Use best practices to light a scene to create a believable mood.
- Apply post-processing volumes to modify the color grading and atmosphere of a scene.
- Import custom assets into Unreal Engine.

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Prerequisite: Intro C++ course



# **GAME DEVELOPMENT: PYGAME & PYTHON**

[Duration: 60 Hours/ 3 months]

### **Uses Pygame and python**

- Module 1: Introduction to Python
- Python Overview
- Application of Python
- Installation
- Module 2: Basics of Python
- Variables
- Data Types
- Lists and Loops
- · Conditional Statements
- · Object-Oriented Concepts
- Module 3: Introduction to Pygame
- Overview
- Installing Pygame
- Events in Pygame
- Display
- Font Module
- Module 4: Creating Visuals
- · Working with Pixel
- · Working with Colour
- Images in Pygame
- Drawing Objects
- Module 5: Moving Objects • Frame Rate
- · Moving in a Straight Line
- Exploring Vectors
- · Module 6: User Inputs
- Introduction
- Keyboard Control
- Mouse Control • Moving in a Straight Line
- · Joystick Control
- Module 7: Sound Interaction
- · Storing Sound
- Creating Sound Effects
- Playing Sounds with Pygame
- · Playing Music with Pygame

# +-2 International exams additio

## **ABOUT**

Pygame is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used with the Python programming language.

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