ENTRY-LEVEL PROGRAMMER

[Duration: 10 Hours]

Choose 1 programming language, i.e java or python or c++

Understand fundamental terms and definitions

Understand programming logic and structure

Introduce literals and variables into code and use different numeral systems

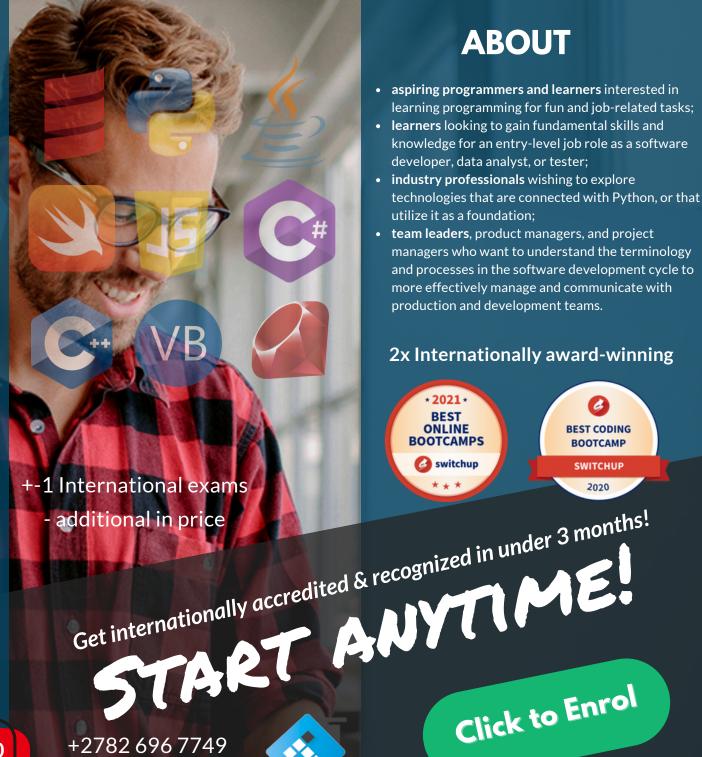Choose operators and data types adequate to the problem

Perform Input/Output console operations

Control Flow – Conditional Blocks and Loops

iterations and Data Collections

PRICE: R13 900 / $800 / €800/ £600
Full Payment before commencement (no payment plan)

+-1 International exams - additional in price

ABOUT

- **aspiring programmers and learners** interested in learning programming for fun and job-related tasks;
- **learners** looking to gain fundamental skills and knowledge for an entry-level job role as a software developer, data analyst, or tester;
- **industry professionals** wishing to explore technologies that are connected with Python, or that utilize it as a foundation;
- **team leaders**, product managers, and project managers who want to understand the terminology and processes in the software development cycle to more effectively manage and communicate with production and development teams.

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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
Payment plan: [R10 900 per 20 hours]: 6 payments

Prerequisite: Intro C# course

+-6 International exams
- additional in price

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.

PRICE: R65 400 / $4560 / €4160/ £4000

Payment plan: [R10 900 per 20 hours]: 6 payments

Prerequisite: Intro C++ course

+-2 International exams
- additional in price

ABOUT

Unreal Engine is a C++ video game engine based on the Unreal Tournament game series. Game developers use game engines like Unreal to take some of the "grunt work" out of developing a video game. For example, a game engine might have already established tools that allow you to do things like control the lighting and physics in a game, create models, and more. This saves the game developer a lot of time, allowing them to focus more on things like the graphics

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GAME DEVELOPMENT:
PYGAME & PYTHON

[D u r a t i o n : 6 0 H o u r s /
3 m o n t h s]

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
- Tuples
- 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
- Overview
- Storing Sound
- Creating Sound Effects
- Playing Sounds with Pygame
- Playing Music with Pygame

PRICE: R47 700 / $3000 / €3000/ £3000

Payment plan: [R15 900 per 20 hours]: 3 payments

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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