



An Introduction to game development using Unity game engine

Course number:	7532
Hours per week:	2
ECTS:	2
Scheduled:	Summer Semester
Format:	Lecture / Seminar / Lab
Examination:	Presentation + Project
Lecturer:	Prof. Dr. McNamara
Objectives:	Understanding the basics of Unity and how to use it as a game engine for developing games. Practice-based lectures for all Students, including functionality demonstration of Unity3D against other game engines and Hands-on exercises. Free software is available (as download link) for each participating student.
Contents:	<ul style="list-style-type: none">▪ How is a game developed?▪ What are components?<ul style="list-style-type: none">▪ How cameras work▪ How characters can be used▪ Attaching custom code▪ Creation of assets▪ Publishing a game process ▪ Variables types (boolean, numbered, interval, labeled)▪ A simple game is produced
Pre-requisites	Bring your own laptop.
Recommended Reading:	Unity Learn Online Resource www.unity.com/learn
Workload	<ul style="list-style-type: none">▪ 30 h contact time▪ 30 h self-study▪ 60 h workload