

Digital Gaming Development

Module Description

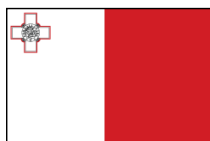
The aim of this unit is to introduce the learners to the basics of creating video games using the Unity game engine, an engine which is becoming one of the most popular game engines on the market, especially on mobile games.

Module Content

Session	Duration	Activities	Resources
Introduction	15 min	<ul style="list-style-type: none"> • Introduction • Housekeeping 	Powerpoint presentation
Presentation	1 hour	<ul style="list-style-type: none"> • Definition of game engine • Examples • What they are used for • Features included in a game engine • Game engine layout • What is a scene/level, how to create one • Publishing a game • Setting up the camera • Setting up game objects 	Powerpoint presentation
Demonstration	2 hours 45 min	<ul style="list-style-type: none"> • Live demonstration of discussed topics in Unity 3D game engine 	Unity 3D

Lesson Plan

- What is a game engine?
- Unity layout and where everything can be found



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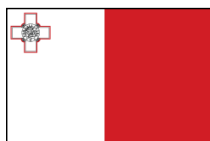
- What is a scene and an object
- Setting up objects
- Attaching other elements to game objects

Syllabus

- Game Engines
- Unity Layout
- Camera Control
- Game Objects
- Materials
- Scripts

Learning Outcomes

- Understand what game engines are and why they are used
- Understand different terminologies used in game development
- Understand how the Unity game engine is used
- Know how to create different game objects in a game engine
- Know how to attach other elements to game objects
- Know how to export a game with multiple levels



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