Unity Certified Associate Exam Preparation

This series of workshops covers industry trends, employment, principles of game design, production and development. After completing this workshop, participants will walk away with the relevant industry knowledge needed to begin their path to a career in game development.

Participants will receive a strong foundational knowledge on the game industry and learn about necessary game design and development pipelines. They will also go hands-on in the Unity Editor to create projects specifically for mobile and 3D development. Finally they will create a Game Design Document for their own game ideas and work on bringing that idea to life inside of Unity.

By successfully completing the activities presented in this workshop, participants will obtain all of the necessary industry knowledge, along with foundational production and development skills needed to pass the Unity Certified Associate Exam.

Level: Beginner

Prerequisites: None

Duration: 24 hours

Trainer: Unity Certified Instructor

Learning Objectives and Outcomes

Introduction to the Game Industry

- Understand the game industry and opportunities for growth
- Understand the steps of the game production process
- Understand roles and responsibilities of gaming professionals
- Understand key features of the Unity engine for game development

Introduction to Mobile Game Development

- Identify a project setup process
- Understand how to navigate the Unity Editor
- Work with assets specifically for 2D development
- Work with Sprites, animation and basic scripting to connect touch inputs
- Implement game mechanics such as win and lose zones and collectible objects
- Implement User Interface (UI) and global sound
- Identify processes needed to publish a project
- Understand Unity services for mobile games, including the services window, enabling analytics and considerations for mobile ads

Introduction to 3D Game Development

- Understand the basics of working in Unity within the scope of creating a 3D project
- Create a custom level that includes use of lighting and reflections
- Understand processes needed to configure a player character
- Identify processes for using animation systems
- Understand how to utilize the Input Manager
- Write simple code and understand processes on how to troubleshoot it
- Provide feedback to other participants' games so that it functions for PC

Exam Practice and Preparation

- Create a Game Design Document (GDD) for a very simple game
- Create a level for the game
- Implement the player and challenges for the game
- Playtest other's games and provide feedback
- Apply minor updates based on feedback received

Activities:

Introduction: Workshop overview and Learning Action Plan

Introduction to the Game Industry

- Activity 1 - Gaming Industry Trends
- Activity 2 - Gaming Production Trends
- Activity 3 - Gaming Employment Trends

- Activity 4 - Questions and Survey

Introduction to Mobile Game Development

- Activity 1 - Setting up a Project and Scene
- Activity 2 - Creating Animations and Players
- Activity 3 - Creating Game Mechanics
- Activity 4 - Finalizing the Game
- Activity 5 - Unity Services for Mobile Games

Introduction to 3D Game Development

- Activity 1 - Unity Editor Basics
- Activity 2 - Creating Environments
- Activity 3 - Creating the Player
- Activity 4 - Implementing Gameplay
- Activity 5 - User Feedback and Publishing

Exam Practice and Preparation

- Activity 1 - Create a Game Design Document (GDD)
- Activity 2 - Build a Level
- Activity 3 - Set up the Player and Player Challenges
- Activity 4 - Playtesting
- Activity 5 - Final Reflections and Review

What to Bring

- Each participant will need to bring a laptop (Windows or OSX), power supply (including any necessary international adapters), and mouse.
- Install Unity 2018.1 and 2018.2 prior to the workshop.