How to make a game in 6 weeks
State ID: S0146P

About this course
Have you ever wanted to make a game but were unsure how? In just 6 weeks you will be taken through the steps required to make your very own 2.5D side scroller in the Unity Engine.

Gain these skills:
- Introduction to the Unity Engine
- Implementing gameplay functionality
- Introduction to programming in C#
- Introduction to the Art Pipeline
- Polishing and publishing your game

Once you have finished this short course you will have a fully functioning game and have learnt the skills to put together a game in the Unity Game engine.

Online study option
Are you interested in studying this course online? This course can run as fully online group study when there is demand. To express your interest, visit our information technology online study form.
Overview

This course may be offered with a blended, flexible delivery model to enable social distancing measures to be undertaken during the COVID-19 pandemic. This approach may include a mix of online and classroom based delivery, as well as practical and work experience placements. Lecturers will provide any specific instructions if your training delivery style needs to change.

Semester 2, 2020

Thornlie - Classroom - 12 October to 16 November

- **When:** Semester 2, 2020
- **How:** Part Time
- **Fees:** Non-concession $300.00