



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 - 21 July to 25 September



When: **Semester 2, 2020**



How: **Part Time**



Fees:

Non-concession

\$300.00

Units

Core

National ID

Unit Title

S0146

How to make a game in 6 weeks