



Course content for Unity game-development

- Unity Fundamentals
 - Getting started with Unity Engine
 - Creating free account for unity game development
 - Getting started with environment of Unity Engine

- Unity C# Scripting Fundamentals
 - Basics of C# scripting
 - Using C# Script in objects

- Unity Animation Fundamentals
 - Adding object to game
 - Path of object
 - Interacting with object

- Unity Physics Fundamentals
 - Adding gravity to objects
 - Adding physics to object for real life behaviour
 - Drag
 - Velocity
 - Acceleration

- Unity Navigation Fundamentals
 - Moving object with keyboard
 - Collision
 - Rotation of object

- Unity Materials Fundamentals
 - Adding colours to object
 - Gradient of object and environment



- Unity Lighting Fundamentals
 - Motion tracking lights
 - Motion tracking camera

- Unity UI Fundamentals
 - Creating UI for user interaction
 - Creating on screen score text box