

8-Month Game Development Course Outline

Official Course Roadmap

🌐 Website: Ts-Developers.com

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Module 1: Foundations & Logic (Month 1)

- Introduction to Game Development & Industry Trends
- C# Programming Basics (Variables, Loops, Functions)
- Game Mathematics: Vectors, Physics, and Logic Building
- **Mini Lab:** Building a Logic-based Console Game

◆ Module 2: 2D Game Development Mastery (Month 2)

- Unity 2D Environment & Sprite Management
- 2D Physics, Colliders, and Trigger Events
- Character Animations & State Machines
- **Practical:** Building a 2D Platformer (Mario Style)

◆ Module 3: 3D Core & Environment Design (Month 3)

- 3D Coordinate Systems & Prototyping
- Introduction to Blender: 3D Modeling & Texturing
- Lighting, Materials, and Skyboxes
- **Practical:** Creating a 3D Environment with Realistic Textures

◆ Module 4: Gameplay Mechanics & UI/UX (Month 4)

- Character Controllers (First Person & Third Person)
- Game UI Design: Menus, HUDs, and Health Bars
- Inventory Systems & Scriptable Objects
- **Practical:** Developing a Functional Combat System

◆ Module 5: Game AI & Navigation (Month 5)

- Pathfinding with Nav Mesh
- Enemy AI: Patrolling, Chasing, and Attacking
- Behavior Trees & State Machines
- **Project:** Stealth-based Enemy AI System

◆ **Module 6: High-End VFX & Optimization (Month 6)**

- Particle Systems & Visual Effect Graph
- Post-Processing & Shader Graph Basics
- Game Optimization for Mobile & PC
- **Practical:** Adding Realistic Weather & Magic Effects

◆ **Module 7: Unreal Engine & Blueprints (Month 7)**

- Introduction to Unreal Engine & Visual Scripting
- Nanite & Lumen Technology for High-Fidelity Graphics
- Landscape & Foliage Tools
- **Practical:** Building a High-End Scene in Unreal Engine

◆ **Module 8: Final Project & Career Launch (Month 8)**

- Final Capstone Project: A Complete 3D Game
- Publishing on Steam, Play Store, or Itch.io
- Portfolio Development on GitHub
- Freelancing (Fiverr/Upwork) & CV Building