



# Game Development 2

Game Development 2 focuses on the full development lifecycle, from design, to asset creation, to coding tools and behaviors. Students learn new skills and techniques in C# and Unity.

## At a Glance

Capstone Project	Builds Portfolio	Grade Band	Prerequisites
YES	YES	9-12	Game Development I

## Who is this for?

This course is designed for students who:

- Have taken our Game Development I course
- Know the basics of C# and want to dive deeper into programming
- Have built simple games in Unity and want to learn techniques to improve those games

## Certifications

Unity Certified Associate: Game Developer

## System Requirements

To take this course students must have access to a laptop or desktop computer that can run Unity. The OS requirements for Unity 2021 are as follows.

- Windows: Windows 7 (SP1+) or Windows 10, 64-bit versions only.
- MacOS: High Sierra 10.13+

## Why take this course?

Take this course to:

- Learn to code while creating fun, playable games.
- Increase the quality portfolio projects.
- Learn intermediate C# and computer science concepts.
- Learn intermediate video game development.



# Game Development 2 Continued

## Overview

In this course, students will:

- Learn the fundamentals of Object-Oriented C# programming.
- Use Unity, an industry-leading game engine, to create playable games and interactive simulations.
- Apply physics principles to predict and simulate projectile motion.
- Implement 2D user interfaces that adjust to fit different device sizes.
- Create 3D art assets using Blender, an open-source 3D modeling and animation software.
- Publish projects to an online career portfolio.