BUILD · TAUGHT WITH UNITY

Game Development

Engines, physics, animation, and the feel of a control scheme that responds. You scope a small game honestly, build it in Unity, watch strangers play it, and publish it.

Foundational | 4 phases | 19 sessions | 29 contact hours

Syllabus

4 phases, 19 sessions. Each phase ends in something you have built.

1 Editor, Language, Repo

Learn enough C# and enough editor to make one object obey you.

5 sessions
$72 alone

1.1 Install and Orient

Unity Hub, Unity 6.3 LTS, a URP project, and what each panel in the editor is actually for.

FREE PREVIEW

1.2 GameObjects and Components

Build a scene out of components, then turn the part you like into a prefab.

1.3 C# From Zero

Variables, types, methods, and reading the red Console line yourself before the Assistant reads it for you.

1.4 MonoBehaviour and the Frame

Awake, Start, Update, and why anything you move gets multiplied by deltaTime.

1.5 Git, LFS, and Unity's YAML

Force Text, visible .meta files, LFS tracked by extension not by folder, and a merge tool that understands scenes.

By the end: **A driveable scene in a Git repo with LFS configured and a history you can roll back.**

2 A Game That Ends

Turn a scene into a loop with rules, a win, a loss, and a restart.

5 sessions
$72 alone

2.1	**The Input System**	Project-wide actions and an action map, so keyboard and gamepad both work without an if-chain.
2.2	**Movement and Physics**	Rigidbody, colliders, and the difference between moving a transform and asking physics to move it.
2.3	**Triggers and Collisions**	Pick things up, take damage, use layers, and find out why your collision fired twice.
2.4	**State, Score, and HUD**	A game manager that is not a god object, plus a uGUI readout you can read mid-panic.
2.5	**Win, Lose, Restart, Build**	End conditions, scene reload, and a desktop build that runs on a machine with no Unity on it.

By the end: **A finished one-room microgame with a HUD, built and playable outside the editor.**

3 Scope and the Slice

Design something small enough to actually finish, then make it feel good.

5 sessions
$72 alone

3.1	**Scope Is the Whole Skill**	One verb, one arena, one hazard, and a written Won't list you are held to for the rest of the course.
3.2	**Composable Scripts**	Small single-purpose MonoBehaviours instead of the one 600-line script nobody dares change.
3.3	**Data Out of Code**	SerializeField and ScriptableObjects, so you tune the game without recompiling it.
3.4	**One Enemy, Done Well**	A single hazard with states, spawning, and pacing you can retune from the Inspector.
3.5	**Game Feel**	Screen shake, hit pause, tweening, and audio: the cheap tricks that sell an impact.

By the end: **A feature-frozen vertical slice: one verb, one arena, three minutes of play.**

4 Finish and Publish

Cross the gap between working in Play mode and a stranger playing it.

4 sessions
$72 alone

4.1 Look and Light
Import from Blender at the right scale, one URP material pass, and one lighting setup you stop fiddling with.

4.2 Playtest Without Coaching
Watch three people play, say nothing, and write down where each of them got lost.

4.3 Profile, Then Optimize
One development build, one Profiler capture, one bottleneck, one fix you can measure.

4.4 Ship It
A Unity Web build, an itch.io page, asset licences credited, and the splash screen you are now allowed to turn off.

By the end: **A public itch.io page with a Web build, credits, and a fix list written from real testers.**

Tools you will use

Unity 6.3 LTS | C# | Universal Render Pipeline | Unity Input System | JetBrains Rider | Git + Git LFS | Blender 5.2 LTS | itch.io

What you will build

1. **One-Room Microgame**
   Move, collect, avoid, win, restart
2. **Your Own Vertical Slice**
   One verb, one arena, feature-frozen
3. **Published on itch.io**
   A Web build a stranger can actually play

Registration

Phase 1: Editor, Language, Repo	$72
Phase 2: A Game That Ends	$72
Phase 3: Scope and the Slice	$72
Phase 4: Finish and Publish	$72
Whole track, all 4 phases	**$240**

Buying every phase separately costs $288, so the whole track saves $48.

No payment is taken online. Registering creates an order and payment instructions are sent with it. Access opens once payment is confirmed.