

## Level 1 - Intro and Simple 2D Platformer

| Session | Main topic   | Sub-topic  |
|---------|--|--|
| 1       | Unity Intro<br>Programming concepts intro                      | A look at the Unity Editor<br>Variables & scope<br>Variable operations<br>Functions / methods<br>Conditionals<br>Arrays<br>Loops<br>Coroutines   |
| 2       | Sprites and Animation  | Classes and objects<br>Inheritance<br>GetComponent<br>GameObject.Find<br>Data Encapsulation<br>Delegates & UnityEvent<br>Namespaces<br>Unity API vs .NET API<br>Game Object basics<br>Components basics<br>Rigidbody2D basics<br>Sprite sheet basics<br>Animation basics<br>Animator Controller (Mecanim) states |
| 3       | Input controls<br>Colliders<br>Game Controller<br>Simple enemy | User Input controlling Animation state (Mecanim)<br>User input controlling Rigidbody movement<br>Jumping and ground check<br>Obstacles<br>Death & respawn<br>Checkpoints<br>Jumping bean (root motion)   |
| 4       | Level Loading<br>Enemy controllers<br>Collectibles             | SceneManagement namespace basics<br>Spikey enemy<br>Enemy triggers<br>Spawn areas & random spawning<br>Collectibles<br>Lives   |
| 5       | Saving data<br>Game Controller                                 | Player prefs<br>High score<br>Start menu<br>Scene loading<br>Game over menu  |
| 6       | Audio<br>Building<br>Wrap up                                   | Music<br>Settings menu<br>Enemy sounds<br>Collectible sounds<br>Windows & Android (brief)<br>Where to find assets  |