

USC + Unity Games Unlocked:

Design and Publish Your Original Game



Course Syllabus

Recommended Time: 8-10 weeks

Course Objectives:

Lots of people start games, but it's surprisingly hard to finish one. This course guides you through the process used by professional game makers to develop their ideas, keep their projects on track and deliver a complete, released game. In this course you will learn how to:

- Choose a game idea that's the right size.
- Refine and test your game idea to "find the fun."
- Create a workable plan to finish your game.
- Use design and production techniques to develop and release your game.

Planning for Course Completion

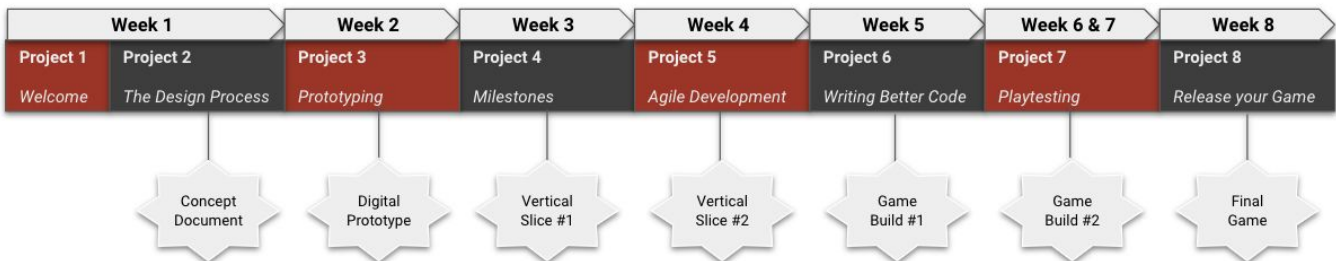
- Plan for 30-60 minutes per week to work through the course content
- Plan for 2-4 hours per week of game development in the Unity Engine
- Download the Course Toolkit

Weekly Coursework Activities

- Watch Videos
- Plan and prepare game development milestones
- Complete and submit assignments
- Provide peer review
- Share and reflect in discussion forums

Planning Your Time

We recommend you spend 4-6 hours per week on the course over 8-10 weeks. Some assignments take a bit more logistical planning and time than others. Use this timeline to help you plan.



Important Information

- In order to complete the course you must submit all the assignments and complete all the required peer reviews.
- The course is self-paced and you can take as long as you like. To get the most out of the course use the Learning action plan to realistically plot your course time commitment.
- If you have questions or need advice use the forums to ask questions of your fellow learners.
- For technical issues with the course platform go to:
<http://students.kannu.help/?src=unity3d.kannu.com>