

# Unity Certified Programmer (Professional)- Series schedule

## Session 1

Chapter 1: Core Interaction Programming Part 1

- Activity 0: Introductions and Project Overview (30 minutes)
- Activity 1: Player Movement and Firing (1 hour, 15 minutes)
- Activity 2: Turret Rotation and Screen Wrapping (1 hour, 15 minutes)

## Session 2

Chapter 1: Core interaction programming Part 2

- Activity 3: Spawning and Destroying Asteroids (1 hour, 30 minutes)
- Activity 4: Points, Jumps and UI (1 hour, 30 minutes)

## Session 3

Chapter 2: Application Systems Programming Part 1

- Activity 1: Implementing Particles and Explosions (1 hour)
- Activity 2: Creating Multiple Levels and Pausing (1 hour)
- Activity 3: Adding Achievements (1 hour)

## Session 4

Chapter 2: Application Systems Programming Part 2

- Activity 4: Saving Data Locally (1 hour)
- Activity 5: Ship Customization and UI (1 hour)
- Activity 6: Analytics and Remote Settings (1 hour)

## Session 5

Chapter 3: 3D Interactions, Cameras and Navigations Part 1

- Activity 0: Recap Application Systems Programming sessions
- Activity 1: Enemy Navigation (1 hour)

- Activity 2: Character Animation (1 hour)

## **Session 6**

Chapter 3: 3D Interactions, Cameras and Navigations Part 2

- Activity 3: Camera Movement (1 hour, 15 minutes)
- Activity 4: Environmental Interactions (1 hour, 45 minutes)

## **Session 7**

Chapter 4: 3D Art and Audio Pipeline Part 1

- Activity 1: Red Alert (1 hour, 45 minutes)
- Activity 2: Audio (1 hour, 15 minutes)

## **Session 8**

Chapter 4: 3D Art and Audio Pipeline Part 2

- Activity 3: Adding Multiple Levels (1 hour, 45 minutes)
- Recap chapter 4: 3D Art topics

## **Session 9**

Office hours and support session.

This session is for you to raise any outstanding questions with the instructor and for scheduling short review sessions for the instructor to look over and discuss the work you have produced throughout the previous sessions.

## **Session 10**

Practice exam.

In this session you will be guided through some sample exam questions to familiarise yourself with the exam format and to practice against some similar questions that will appear in the exam.