

DTI-MAD-003

# Mobile Game Development

# Program Information



**Nature of the Course**  
Theory + Practical



**Total Hours per Day**  
2 hours



**Course Duration**  
80 Hours

## Objectives

In this course, students will use Unity to learn the fundamentals of programming in the context of creating their own projects. During the course, they will create several prototypes along with the instructor, manage a larger personal project more independently, and complete challenges along the way to solidify and expand their new knowledge. In addition to these core technical competencies, students will learn how to manage a project from start to finish: coming up with a concept, creating a project plan, prioritizing tasks, and hitting milestones. By the end of the course, students will have the confidence that, given enough time and resources, they can create anything they want with Unity and C#.

## Completion Criteria

After fulfilling all of the following criteria, the student will be deemed to have finished the Module:

- Has attended 90% of all classes held.
- Has received an average grade of 80% on all assignments
- Has received an average of 60% in assessments.
- The tutor believes the student has grasped all of the concepts and is ready to go on to the next module.

## Prerequisites

- OS: Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.13+
- GPU: Graphics card with DX10 (shader model 4.0) capabilities.

# Course Details



## Week 1

- Introduction
  - Game engine setup ,installation ,Introduction
  - C# Scripts And Basic Programming
  - User Interface
  - Physics And Collision
  - Sound Introduction
  - Errors And Scripting Reference Guide
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## Week 2

- Roll-a-ball game building to understand fundamentals.
  - Foundational scripting concepts
  - Game Design Principles
  - Optimizing Game Performance
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## Week 3

- Challenge 1: Floating Road Game: Basic Player Control Obstacle Implementation Feedback Mechanisms
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## Week 4

- Challenge 2 : Gameplay Implementation Game Logic Level Design and Progression User Testing and Iteration
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## Week 5

- Challenge 3 : Enhancing Game Experience Sound Design and Music Integration Animation Techniques and Visual Effects Polishing Gameplay
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## Week 6

- Implement In app Purchase (IAP)
  - admob, unity ads integration
  - Publish your game on play store
  - Marketing Basics
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## Week 7

- Participate in Game Jam
  - Feedback and Review
  - Career Pathways
  - Final Project Showcase
  - Portfolio Development
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## Labs

Lab assignments will focus on the practice and mastery of contents covered in the lectures and introduce critical and fundamental problem-solving techniques to the students

## Learning Outcomes

- User Experience and Testing.
- Fundamental Game Mechanics
- Project Management and Collaboration
- Graphics and Audio Integration
- Game Engines and Tools



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