

House # 80, Road # 8/A, Mirza Golam Hafiz Road, Dhanmondi, Dhaka-1209, Bangladesh.

Web Site: <http://cdip.uiu.ac.bd/> Facebook: <https://www.facebook.com/CDIP.info/>

## Capstone: 2D - Game Design & Development

Week – 1	<ul style="list-style-type: none"> <li>• How to “Game Design”.</li> <li>• How to “Create &amp; Manage Team”.</li> <li>• How to “Develop &amp; Evaluate” in the development process.</li> <li>• How to “Market” your game.</li> <li>• Completing the “High Concept Document” for your game idea.</li> </ul>
Week – 2	<ul style="list-style-type: none"> <li>• Installing “Unity”.</li> <li>• Understanding the “User Interface”.</li> <li>• Understanding the “Transform” (Basic).</li> <li>• Understanding the “Rigidbody” (Basic).</li> <li>• Understanding the “Collider” (Basic).</li> <li>• Understanding the “Sprite Renderer” (Basic).</li> <li>• Implementation (Basic).</li> </ul>
Week – 3	<ul style="list-style-type: none"> <li>• Understanding Tag.</li> <li>• Understanding Layer.</li> <li>• Understanding the “Transform” (Advanced).</li> <li>• Understanding the “Rigidbody” (Advanced).</li> <li>• Understanding the “Collider” (Advanced).</li> <li>• Understanding the “Sprite Renderer” (Advanced).</li> <li>• Implementation (Advanced).</li> </ul>
Week – 4	<ul style="list-style-type: none"> <li>• Understanding “Sorting Layer”.</li> <li>• Understanding “Animation”.</li> <li>• Understanding “Animator”.</li> <li>• Understanding “Particle System”.</li> <li>• Understanding “Script Commenting”.</li> <li>• Implementation (Advanced).</li> </ul>
Week – 5	<ul style="list-style-type: none"> <li>• Understanding “Game Architecture” for scripting (Game Manager).</li> <li>• Understanding “Dynamic World Generation”.</li> <li>• Understanding the efficient way to “Scripting”.</li> <li>• Discussing with the “Game Idea” (User Review).</li> </ul>
Week -6	<ul style="list-style-type: none"> <li>• Understanding the UI Elements.</li> <li>• Understanding Canvas.</li> <li>• Understanding “Image” component.</li> </ul>

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	<ul style="list-style-type: none"> <li>• Understanding “Text” Component.</li> <li>• Understanding “Button” Component.</li> </ul>
Week – 7	<ul style="list-style-type: none"> <li>• Understanding App Monetization.</li> <li>• Understanding Admob.</li> <li>• Understanding “Banner” Ads.</li> <li>• Understanding “Interstitial” Ads.</li> <li>• Understanding “Reward Interstitial” Ads</li> </ul>
Week – 8	<ul style="list-style-type: none"> <li>• Understanding “In App Purchase”</li> <li>• Understanding “In App Purchase” with “Unity Services”.</li> <li>• How to use “Bit Bucket” for the game development</li> </ul>
Week -9	<ul style="list-style-type: none"> <li>• Understanding the concept of “Out Sourcing”.</li> <li>• Introducing Them with “UpWork” &amp; Job opportunity.</li> <li>• How to apply for job related to “Game Design &amp; Development”.</li> <li>• How to make strong profile with other “Certification” &amp; live project.</li> </ul>
Week – 10	<ul style="list-style-type: none"> <li>• 🚩 Making your game: Part - 1</li> </ul>
Week – 11	<ul style="list-style-type: none"> <li>• 🚩 Making your game: Part - 2</li> </ul>
Week – 12	<ul style="list-style-type: none"> <li>• 🚩 Making your game: Part – 3</li> <li>• 🚩 Finalizing &amp; Publishing your game to the website.</li> </ul>