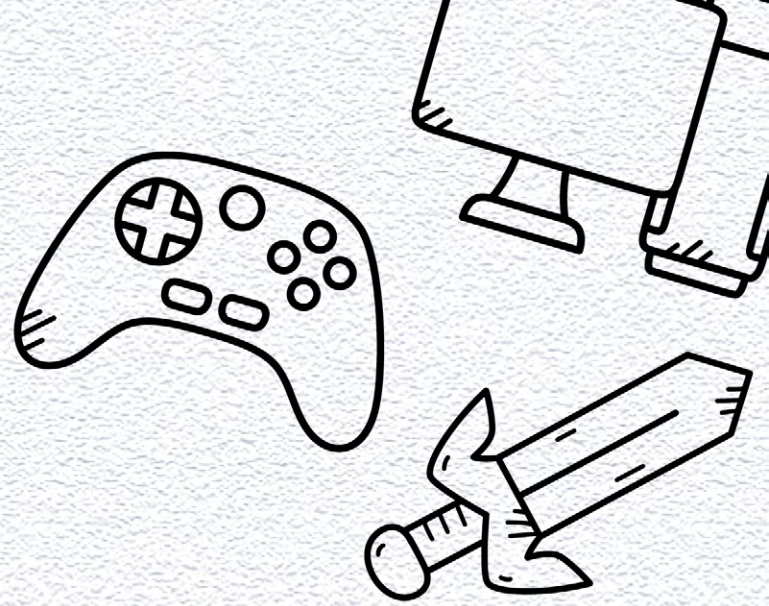
SCG
UNIVERSITY
COLLEGE



GAMES DEVELOPMENT WEEKEND CAMP

For ages 11 to 17 years old

Camp Information

Fees
AED 1200

Duration
1 Week

Days
Monday to Friday

Starting Date
July 13th
August 10th

Qualification
Games Certificate

Timings
10AM - 2PM

Method
On Campus

Language
English

Ages
11-17 year olds

What you need to know about this course:

The Games Camp introduces students to the basics of programming using Scratch & Unity3D. The focus of this short course is quick prototyping and execution of games for PCs. It aims to enhance logical thinking and problem solving skills through the exciting world of Games Development.

Software used

Unity3D

Day 1

On the first day, the students will be learning about the process of developing a game. They will also be introduced to the Unity 3D software, how they can navigate its layout, and the basic tools they will be using throughout the camp. The students will be taught how to create objects in their own projects and will create a token Player character that they will use in the early stages of development. They will also create their first C# script to add movement and keyboard controls to their Player.

Day 2

Students will continue learning about and working on their Player movement scripts and fixing any errors or bugs that may arise. They will also be taught how to install additional tools provided by the software to enhance their game, specifically for creating cameras that follow the Player to give the game a third-person perspective. They will also create other scripts with different functionalities and learn how to use these to allow their Player to die and respawn.

Day 3

Students will create and draw a maze or obstacle course layout that will become their game level. They will be given time to place objects such as walls, trees, and other decorations in their project using the default shapes in Unity and decorate their level according to their drawn design. They will learn how to create a health and scoring system in C# and use obstacles in their game to affect Player health. They will also learn how to create triggers in their game, allowing interactive objects, as well as create UI elements that display scores on the game screen.

Day 4

Students will learn about importing external assets into their projects, specifically 3D character models and animations. They will learn how to implement these models, apply animations to them, and control which animation plays depending on what the Player is doing, such as walking animations when the Player is moving.

Day 5

On the last day, the students will continue working on their game project and add more obstacles. They will learn how to create collectibles and implement the scoring system to reflect these points. They will also be taught how to create a Main Menu that leads players into their game. The students will then polish their games and, once completed, present and demonstrate their projects to the rest of the class. They will also be shown how to retrieve their files so they can continue editing or playing their games later.