

Intro to GameDev, year 0

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Course Objectives

Discover what's behind the curtains of game development, wake up the enthusiastic, driven, practical, creative aspect of production and find your own path.

The course is intended as a gateway for our traditional 3-year path.

Module 0, Blender

Hours:

- 5 * 3h

Objectives:

- Shape your little object

Competences

- Basic geometry
- Basic materials

Materiel

- Blender
- Slides

Deliverables:

- Your own primitive-based object or character

Module 1, Game Engine, basic workflow

Hours:

- 5 * 3h

Objectives:

- Learn how to write simple blueprint nodes and move an object

Competences

- Loops
- Logic
- Player controller
- Game manager

Materiel

- Unreal Engine, blueprints
- Slides

Deliverables:

- You can move your cube and have a functioning scene with a win condition

Module 2, Documentation and work practice

Objectives:

- Keep track of your work, keep your shit together

Competences

- Tasks
- Documentation
- Simple spreadsheets
- UML / data structure

Materiel

- Google Drive
- Slides

Deliverables:

- Documentation for your course deliverable

Module 3, Photoshop, texturing

Hours:

- 5 * 3h

Objectives:

- Open photoshop
- Paint some sprites
- Paint some textures

Competences

- Paint stuff
- Import-export stuff in the engine
- Apply textures to your cube

Materiel

- Photoshop
- Slides

Deliverables:

- Your cube is textured
- Your cube has some simple fx or cube nemesis

Module 4, Math and geometry

Hours:

- 5 * 3h

Objectives:

- Consolidate and blend together math and programming

Competences

- Basic math
- Basic trigonometry

Materiel

- Unreal
- Slides

Deliverables:

- Your game has some simple system design and score
- Your cube has some advanced physics or movement

Module 5, working English & vocabulary

Hours:

- 5 * 3h

Objectives:

- You must learn it

Competences

- Understand that you must learn the industry's standard language

Materiel

- Videos
- Slides

Deliverables:

- Enthusiasm
- Some simple written text

Module 6, Final project

Hours:

- 5 * 3h

Objectives:

- Be one of those guys that can go around pestering people about how in his youth “he made his own games, art and stuff and all”

Competences

- Polish and deliver a game
- Iterate everything you learnt until now, over and over again

Material

- Unreal
- Photoshop
- Blender
- Drive
- Slides

Deliverables:

- A polished, personal (or small-team) game