



ByteStorm Techno Solutions Pvt. Ltd.

#79, 2nd Floor, Poornapragna Nilaya, Shakambari Nagara, Banashankari,
Bengaluru-560070, bytestorm.in
info@bytestorm.in call us @ + 91-81977 64449

Shining Bits Labs

Internship Programme

Game Development Using UNITY (Online)

What will you learn ?

1. Fundamentals of Game Design

- Game loops
- Game arcs
- Workflow

2. Setup & Introduction to UNITY interface

- Setup UNITY for Android , WebGL, Windows
- Getting comfortable with interface.

3. Designing Character & Audio

- Character designing
- Animations
- Creating environment
- Music
- UI elements

4. Unity Components

-Physics :

1. Colliders
2. Trigger
3. RigidBody
4. Joints

-UI :

1. Buttons
2. Text
3. Image
4. Canvas

5. Basics of c#

- Variables
- Conditional statement
- Looping statement

6. UNITY Scripting

- How UNITY scripts work ?
- Builtin UNITY functions
- Examples

7. Game Developing

Develop a full fledged game using all knowledge acquired so far!

If interested apply @ internships@bytestorm.in