



Scan QR Code or CLICK HERE to Register

Register by Friday, August 22

- Introduction to Unity and C#
- User Input
- Triggers, Colliders
- Design Menus
- Track Points, Build Behaviors
- Add Sound/Animation
- Game Mechanics
- Bug Tracing

GENELOPINE DENELOPINE DORHSHOP

Thursdays

Starting September 4 - November 6

