



Courseware Learning Outcomes

UNITY CERTIFIED DEVELOPER

Chapter	Title	Learning Outcomes
1	Welcome to Unity!	<ul style="list-style-type: none"> Differentiate Unity services Differentiate video game production practices Distinguish console hardware Distinguish production talent roles and responsibilities Distinguish video game design elements Distinguish video game genres Distinguish video game production practices Distinguish video game types Examine Unity services Explain Unity services Identify production phases by criteria Identify video game production practices Implement Unity services Know video game controls Know video game design principles Know video game industry terms Recognize Unity services Summarize Unity services Understand model asset optimization Understand the Unity Asset Store Understand video game art principles Understand video game industry practices Understand video game industry terminology
2	Exploring the Unity User Interface	<ul style="list-style-type: none"> Distinguish the Hierarchy Window Distinguish Unity editors Distinguish Unity views Distinguish Unity windows Know the Project View Window Manage Scene files Navigate the Scene View Window Reorganize the Unity interface Understand Tags Understand the Hierarchy Window Understand the Inspector Window Understand the Project View Window Utilize the Inspector Window
3	Using Game Objects and Assets	<ul style="list-style-type: none"> Define Prefabs Differentiate GameObjects Distinguish components Distinguish Models Examine GameObject components Identify GameObjects Know the Project View Window Manage GameObjects Manage Prefabs Understand GameObject components Understand the Project View Window Utilize Models Utilize the Hierarchy Window Utilize the Toolbar
4	Managing Projects and Assets	<ul style="list-style-type: none"> Distinguish Models Distinguish Unity views Implement project management settings Organize Unity game projects Understand project management features Understand the Project View Window
5	Preparing Assets for Implementation	<ul style="list-style-type: none"> Create materials Create textures Evaluate materials and effects Examine material and lighting features Know materials and effects Know model import and export best practices Know modeling best practices Manage materials Manage textures Optimize textures Refine material properties Understand animation best practices Understand material and texturing best practices

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6	Assembling the Game Level	<ul style="list-style-type: none"> Distinguish properties Distinguish Rigidbody properties Examine forces on Rigidbody Integrate colliders Know colliders Know Rigidbodies Manipulate colliders Understand Rigidbodies Utilize the Hierarchy Window
7	Lighting in Games	<ul style="list-style-type: none"> Analyze lighting tools and processes Distinguish light types Examine lighting situations Know lighting tools and processes Understand lighting tools and processes Understand UI components Understand video game art principles Utilize the Sprite Editor
8	Baking Lighting in Game Production	<ul style="list-style-type: none"> Distinguish light types Examine lighting situations Examine lighting tools and processes Know lighting tools and processes Understand lighting tools and processes
9	Animating Game Objects in the Unity Editor	<ul style="list-style-type: none"> Animate game objects Distinguish character animation options Manage animation settings Refine the animation of game objects Understand character animation processes
10	Bringing Animations into the Game	<ul style="list-style-type: none"> Assess Animator Controllers Examine Animation Types Examine States Examine Transitions Know States Manage Animator Controllers Understand Transitions Utilize States Utilize the Animator Window Utilize Transitions
11	Scripting in Game Development	<ul style="list-style-type: none"> Assess program code Distinguish programming terms Distinguish variables in code Examine program code Examine raycasts within a scene Execute programming tasks Identify script types Understand layers Understand programming terms Understand raycast parameters Understand raycasts
12	Implementing Navigation and Pathfinding	<ul style="list-style-type: none"> Understand a NavMesh Understand a NavMesh baking Understand Max Slope Understand obstacle avoidance

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13	Building the Player and Allies	<ul style="list-style-type: none"> Create allies Create players Implement a game manager Implement a player controller Manage cameras
14	Building the Enemies	<ul style="list-style-type: none"> Create enemies Design enemy behaviors Evaluate enemy behaviors Integrate enemies into a game Manage enemies
15	Creating Particle Systems	<ul style="list-style-type: none"> Distinguish Image Effects Distinguish particle options Evaluate materials and effects Produce particle effect results Understand materials and effects
16	Adding Audio to Game Levels	<ul style="list-style-type: none"> Control Audio Properties Enable Audio Properties Examine Audio Properties Identify Audio Clips Identify Audio Effects List Audio Clips Manage Audio Clips Understand Audio Properties
17	Building the Camera and Player Selection System	<ul style="list-style-type: none"> Configure cameras Evaluate camera choices Evaluate player behaviors Examine player behaviors Integrate character selections Refine player settings
18	Designing User Interfaces for Games	<ul style="list-style-type: none"> Administer pivots and anchors Demonstrate text properties Distinguish button properties Distinguish render modes Distinguish UI components Evaluate UI features Examine Rect Transforms Know anchor points Understand button properties Understand UI components
19	Building and Deploying the Game	<ul style="list-style-type: none"> Administer Unity Cloud Build tools Build a game Distinguish console hardware Refine build settings Understand the build process
20	Preparing for Mobile Deployment	<ul style="list-style-type: none"> Distinguish build platforms Evaluate mobile publishing choices Examine mobile publishing options Manage game settings for mobile publishing Understand mobile development procedures