

FULL CURRICULUM • 2026

3D Game Development in Unity

Build and publish the games you always wanted to make.

Every module, every lesson — the complete syllabus, end to end.

6

MODULES

157

LESSONS

7

MONTHS

₹23,000

FULL PROGRAMME

What this course covers

1

Level 1 • Beginner

Introduction · Obstacle Dodge 3D Game: Endless Survival Run

2 months · 2 modules · 30 lessons · ₹5,500

2

Level 2 • Intermediate

Rocket Boost 3D Game: Thrilling Jetpack Ride

2 months · 2 modules · 72 lessons · ₹7,500

3

Level 3 • Advanced

Royal Run 3D Game : Remember Temple Run?

3 months · 2 modules · 55 lessons · ₹10,000

The whole journey

This is the complete syllabus for 3D Game Development in Unity — 6 modules and 157 lessons, in the order you will learn them. The level markers show how far each stage carries you, but the curriculum runs as one continuous path from the first lesson to the last.

1

LEVEL 1

Beginner

Introduction · Obstacle Dodge 3D Game: Endless Survival Run

2 months · 2 modules · 30 lessons · ₹5,500

1. Introduction

4 lessons

- Intro to Course
- Theory Intro to Game Dev
- Unity hub
- Unity Engine

2. Obstacle Dodge 3D Game: Endless Survival Run

26 lessons

- Game Design and Intro
- Start Function and Update Function
- Variable
- SerializeField
- Input getAxis Function
- Time DeltaTime
- Asset Store and Package Manager
- Cinemachine
- Methods
- Practicing Methods
- Basic Collision
- OnCollisionEnter
- GetComponent
- Score System
- Concept Of Time
- Tags
- Rotate Objects
- Projectile
- Destroy
- Trigger
- Prefabs
- Unity Order of Execution
- Level Layout
- Adding Obstacles
- Game Over
- Overview

Intermediate

Rocket Boost 3D Game: Thrilling Jetpack Ride

2 months · 2 modules · 72 lessons · ₹7,500



3. Rocket Boost 3D Game: Thrilling Jetpack Ride

32 lessons

- Introduction
- Import Assets
- Classes and Namespaces
- Input System
- Using AddRelativeForce Function
- Rotation Input
- Rotate the Rocket
- Basic Camera Follow
- Rigidbody Tuning
- Basic Audio
- Play AudioSource
- Switch
- Reload Scene
- Load Next scene
- Using Invoke
- Code Layout
- Playing multiple sounds
- Bool states
- Intro to particles
- Thrust Particle
- Assets and Colliders
- Creating Level Layout
- Tuning The Game
- Set Dressing
- Rocket Boost Post Processing
- Intro to Lighting
- Prefabs and Levels
- Oscillator Obstacle
- Quit Functionality
- Design Ideas
- Build the game
- Rocket Boost Overview



4. Galaxy Strike 3D Game: Warp Speed Starfighter Dogfights

40 lessons

- Galaxy Strike Introduction
- Terrain Tools
- Advanced Terrain
- Texturing Terrain
- Master Timeline
- Animation Curves
- Enemy Timeline
- Input Action map
- Player Ship Movement
- Mathf Clamp Function
- Roll Ship
- Roll Lerp
- Pitch
- Particle System
- Laser Fire Input
- Arrays and Foreach Loop
- Crosshair
- Tracking target
- Vector Arithmetic
- Collision
- Particle Collision
- Explosion Particles
- Prefab Variants
- Enemy Ship Variants
- Enemy hit points
- Public methods In C Sharp
- UI Canvas
- Score UI
- Enemy Waves
- Voicelines
- Skybox
- Adding Trees In Game
- Common Issues with Assets
- Rendering Lidgting and Shadows
- Reload Coroutines
- Music Singleton
- Galaxy Strike Post Processing
- Subtitles
- Vertical Slice
- Galaxy Strike Overview

Advanced

Royal Run 3D Game : Remember Temple Run?

3 months · 2 modules · 55 lessons · ₹10,000

5. Royal Run 3D Game : Remember Temple Run?

23 lessons

- INTRO
- Importing Assets
- Level Generation Theory Part
- Level Generation
- Moving Chunks
- C Sharp Lists
- Input Actions
- Move Player
- Clamp Movement
- Spawn Obstacle
- Physics Materials
- Royal Run Prefab Variants
- More Obstacles
- Fences
- Lane Detection
- Destroying Obstacles
- Score
- Adding Coins
- Coin Implementation
- Fence Animation
- Trigger animation
- Royal Run Game Over
- Royal Run Post Processing

6. Sharp Shooter 3D Game: Futuristic Bot Assault Arena

32 lessons

- Sharp Shooter Overview
- Assets
- Nav Mesh
- Nav Mesh Agents
- Sharp Shooter Importing Assets
- Equip Gun
- Raycast
- Enemy Health
- Probuilder
- Probuilder Level Design
- Visual Effects
- Case Study
- Adding Muzzle FX
- Hit fx
- Scene Prep
- Scriptable Objects
- Shoot Cooldown
- Machine Gun
- Weapon Pickups
- Switching Sniper
- Switching Weapons
- Sniper Setup
- Sniper Zoom
- Pickup and inheritance
- Function Overrides
- Ammo Setup
- Ammo Implementation
- Ammo Pickup
- Weapon Viewport
- Robot Self Destroy
- Player Damage
- Project End

Certificates & what comes next

You receive a certificate at the end of every level you finish. Join for a single level or the full programme — the choice is yours. Learners who stand out may be invited to work on live client projects as interns; these places are merit-based, limited, and depend on projects being available.