Game Development Fundamentals with Python

Modality: On Demand

Duration: 5 Hours

About this course:

Does your mind have a really amazing idea for a game and you are dying to create it? Are you eagerly wanting to learn the procedure used by expert game developers worldwide? Do you earnestly wish to create "real" games using game physics and AI? This course is just what you need. Take this course with the expert game developer Kevin O'Flaherty with a four-hour duration lectures, large amount of code samples and interesting lab exercises provided to you in order to assist you in memorizing everything about the game developing! You should only be taking this course if you want to learn on the professional level of game development. You will take this course in Python, which is an easy to learn programming language and has clear coding conventions. However, the programming language being used is not that much important. You will learn on the various concepts in game developing in this course. With the help of that, you will be able to apply your skills to any other programming language and construct accordingly. If you are eager to learn the methods of the pros, this course is just the right one for you!

Course Outline:

- Section 1: Thinking Like a Game Developer
- Section 2: Graphics to Sprites
- Section 3: Physics and Collision Detection
- Section 4: Exploring Event Logic
- Section 5: Adding Enemies
- Section 6: Quickly Bringing a Game Together