

Game Development

Modality: On Demand

Duration: 4 Hours

About this course:

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.

Requirements:

First and foremost, it is important that you have a PC or MAC with Python. Secondly, you should be having a basic know-how of the Python programming language.

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