**Level 2 Technical Certificate in Digital Games Production**

Headstart work:

**2d Games Development:**

First email me to set you up with a seat construct 3 (Our license gives you access to all features of the product), email me at michael.feeney@teignmouth.devon.sch.uk

Once I have replied with your login details go to <http://construct.net/> and login using the information provided. (this game engine runs in browser)

In order to get you used to the software I recommend that you complete the following tutorials from the LEARN tab:

* Beginners guide to construct 3
* Supporting multiple screen sizes
* Physics in Construct: the basics
* How to make a platformer game
* Touch controls and Input Method

**3d Games Development**

Download and install Unity from here <http://unity3d.com>

Unity is a complex but professional grade 3d games engine, their tutorials base is a great place to start getting to grips with this powerful software, the tutorials take you through all elements of the games engine and can be found here <https://learn.unity.com/> (there are specific system requirements that need to be satisfied for the software to run)

The also a have a store for prefab game assets for use in your projects at http://store.unity.com

**Additional Learning:**

One of the modules of the course is in animating game assets, there are several different packages that can be used to make and export 3d graphics for use in projects these are *Blender ,*  this can be downloaded from <http://blender.org> (free open source software) or Autodesk Maya which is free on an educational license, this can be downloaded at <https://www.autodesk.com/education/free-software/maya>

Most games are written in C# so it will be helpful if you were familiar with the basics of C# as a programming language as you will be required to modify elements of a games code, to get ahead in understanding this language there are free tutorials online, such as <https://www.codecademy.com/learn/learn-c-sharp> or mobile apps such as m1m0 (available on IOS and Android)

I look forward to welcoming you as the first cohort on this completely new course in September

Mr Feeney