

Curriculum

The Bootcamp curriculum consists of six distinct units, each tailored to teach you the vital game design skills necessary for success in the industry. Engage in a variety of hands-on activities to sharpen your abilities and gain practical experience

Week 1 to 4

Game Design Foundations

You'll explore the fundamental concepts of game design, learn about the roles within a game design team, and understand the various stages of game production. You'll apply these concepts to create a pen-and-paper prototype, followed by playtesting with friends and family to refine your design.

Key Outcomes

- Evaluate existing games and design artifacts using appropriate terminology and frameworks to understand what makes a successful game
- Develop a game design document
- Create, assess, and improve game prototypes through playtesting

Week 5 to 12

Prototypes with Unreal Engine

Understand the basics of working with Unreal Engine 5 and learn how to use Templates and Blueprints to build and test a gameplay concept. You'll also get familiar with the fundamentals of computer graphics and rendering, using them to create simple level environments, UI, and lighting for your gameplay prototype.

Key Outcomes

- Create a whitebox prototype of a game concept or a level using Unreal Engine 5
- Understand the fundamentals of computer graphics and rendering
- Create simple level environments, UI, and lighting for your prototype

Game Concept Development

Explore the fundamentals of game concept development, including pillars, values, hooks, and anchors, and learn how to communicate ideas effectively to teams and stakeholders. Gain an understanding of the Agile process and its use in creating production plans for their game concepts.

Key Outcomes

- Develop strong game concepts using pillars, values, hooks, and anchors
- Craft mood boards to convey your game's tone, atmosphere, and emotions.
- Present your ideas clearly and concisely through engaging pitch decks
- Apply Agile principles to assess and manage the production scope of your game concept

Gameplay Design

At the core of every game lies the gameplay: how it plays. Explore how to create engaging gameplay experiences by building systems that challenge players while keeping them immersed in your game. You'll learn how to design levels, stages, and progression that maintain a balance between creative vision and resource constraints, and work collaboratively with artists, designers, and developers to bring your game to life.

Key Outcomes

- Develop and apply principles and elements of game design to create game environments that engage players and convey meaning and mood, while integrating narrative elements to enhance player immersion, emotion, and agency
- Create a detailed game design document explaining the gameplay elements of your novel idea
- Create a prototype or vertical slice of a game to convey more clearly the mechanics you are creating

Game User Experience (“Game Feel”)

Every game design is a unique system of goals, choices, and rules that needs to be conveyed to players as efficiently as possible. Quite often a game mechanic is well thought out, but its presentation overwhelms and confuses the player. In this part of the course, you will engage with tools such as motion, sound, and effective UI design to better communicate game states and actions to players providing a more immersive experience.

Key Outcomes

- Apply design concepts for characters, camera, and controls to enhance overall game UX
- Develop effective tutorials, player onboarding, and adaptable input scenarios
- Design immersive UI and integrate sound effects for improved user feedback, while also utilizing animation techniques and accessibility solutions for a wider audience
- Create and present a UX analysis of a chosen game, along with a proposal to improve its design

Capstone Project

To wrap up the Game Design Bootcamp, you will harness your newly acquired skills, knowledge, and techniques to produce a novel idea into a tested prototype. The aim is to demonstrate your readiness for an entry-level job or to spearhead a new game project as an industry leader. You have the freedom to decide the scope of your project, ensuring it showcases your expertise.

Ultimately, you will have the opportunity to present your creation to industry leaders, receiving invaluable feedback on your game.