

Workshop on 2D Game Development

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Instructor: Sayem Chaklader

Day 1	Curriculum
6th September 2015	Understanding Basics of Game Development.
	A Preview of Game Development Market and Global Impact.
	Introduction to Construct2 Game Engine.
	Development Environment Setup.
	Creating Variables, Sprites.
	Creating Loops & Events.
	Testing quick built games on the Browser. Discussion on Indie Game Development.

Instructor: Monirul Islam

Day 2	Curriculum
7th September 2015	Understanding Construct 2 Physics.
	Gather Resources from Online for Game Development.
	Understanding the basics of Angry Bird.
	Creating a clone of Angry Bird.
	Understanding reward mechanisms in games. Construct 2 Advance Techniques.

Instructor: Junaed Islam

Day 3	Curriculum
8th September 2015	Introduction to Advance Features.
	Understanding Multiplayer.
	Exporting developed games to Android & Windows Phone.
	Learning how to upload to Google Play Store.
	Revenue Generation from Online Markets.
	Sound, Polishing the games, in-app advertising and how to hit publishers.
	Discussion of Unreal Engine 4 , Unity3D and other advance Engines.