LEARN FLU

Empower Excel Elevate

10 Weeks Program in
GAME DESIGNING
Integrated with Top Experts with MNCs

ABOUT US

An Idea of learning and upskilling every single day for the hope of a better tomorrow.

Learnflu is nothing but an Idea.An Idea of learning and upskilling every single day for the hope of a better tomorrow. Learnflu is also a disease, which every being also wishes to have. A disease of learning something new and interesting for the growth they desire

SUCCESS

01 LMS ACCOUNT ACTIVATION
02 REGISTRATION
03 8 WEEKS TRAINING
04 2 WEEKS PROJECTS
05 RESUME BUILDING
06 CARRIER GUIDNESS PROGRAM
07 PLACEMENT ASSISTANCE
08

WE OFFER

ELIGIBILITY
TO BE ELIGIBLE FOR THIS PROGRAM YOU HAVE TO CHOOSE YOUR STUDIES FIELD

TRAINING
Learn from industry experts with hands-on training and real-world projects.

INDUSTRIAL PROJECT
Apply your skills to real-world challenges with our industry projects.

WORK SCENARIOS
Gain insights into how professionals work in their fields through real-world scenarios.

PROGRAM STRUCTURE
Customized, 2-week focused sprints (Prog ms Scripting + Development) + Capstone Project (Prog ms Scripting + Industrial Training + Industrial Project)

SKILL-BUILDING
Enhance your skills through hands-on practice, real-world projects, and industry-specific challenges.

PROGRAM HIGHLIGHTS

WHY THIS PROGRAM IS YOUR BEST CHOICE

- LIVE INTERACTIVE SESSIONS WITH HEALTHY EXPERTS
- MENTOR-DRIVEN SPRINT-BASED REAL-WORLD TASK PROJECTS
- LIVE MENTORSHIP
- PERSONALIZED MENTORSHIP AND CAREER GUIDANCE
- CAREER ASSISTANCE
- DOUBLE CERTIFICATION & CERTIFICATE
- PLACEMENT ASSISTANCE

COURSE CURRICULUM

Module 1: Introduction to Game Development & Unity Basic

- **Chapter 1: Overview of Game Development & Unity**
  - Introduction to Game Development and Industry
  - Overview of Unity Engine
  - Installing and setting up Unity and VS
  - Unity Interface Overview: Hierarchy, Scene, Game view, Inspector, Project window.- Setting up your first project
  - Hands-On: Setting up a simple Unity project
- **Chapter 2: Unity Scripting Basics and Core Components**
  - Introduction to Scripting in Unity (C# Basics)
  - Working with Transform, Position, Rotation, and Scale
  - Introduction to Prefabs
  - Hands-On: Create and manipulate basic Game Objects (Cubes, Spheres, etc.)

Module 2: 2D Game Development Basics

- **Chapter 1: Unity 2D Basics**
  - Introduction to Game Development and Industry
  - 2D vs 3D in Unity
  - Setting up 2D Scene view and Game Objects
  - Introduction to Sprites and Sprite Renderer
  - Hands-On: Importing and setting up sprites 2D character sprite
- **Chapter 2: Sprites Rigid-body and Colliders**
  - Introduction to Rigid-body and Colliders
  - 2D Physics in Unity (Gravity, Collisions)
  - Basic player movement using C# scripting
  - Hands-On: Create a 2D platform with player movement and basic physics.

Module 3: Introduction to C# Script

- **Chapter 1: C# Scripting**
  - Introduction to C# programming
  - Variables, Functions, and Classes in Unity
  - Understanding MonoBehaviour and Unity's Script Lifecycle (Start, Update)
  - Hands-On: Create a script to move a character using input (keyboard/mouse)
- **Chapter 2: Interactions and Conditions**
  - Handling Input (Keyboard/Mouse Input in Unity
  - Conditions and Loops in Scripting (If-Else, Loops)
  - Simple game mechanics (score, health, etc)
  - Hands-On: Add score and health systems to the 2D game

Module 4: 3D Game Development Basics

- **Chapter 1: Unity 3D Basics**
  - Introduction to 3D Game Development
  - Navigating the 3D Scene view and Game Objects
  - Introduction to Meshes, Materials, and Textures
  - Hands-On: Create a simple 3D environment with basic objects
- **Chapter 2: 3D Movement and Camera Controls**
  - Moving a player in 3D space
  - Camera setup and basic camera controls (Follow,Rotate)
  - Introduction to Lighting
  - Hands-On: Implement player movement and camera follow in a 3D environment

Module 5: Game Mechanics and UI Elements

- **Chapter 1: Game Mechanics**
  - Implementing more advanced game mechanics (jumping, shooting).
  - Using Unity's Physics Engine (Collisions, Triggers, Forces
  - Hands-On: Add jumping and shooting mechanics to the 3D player.
- **Chapter 2: Introduction to UI in Unity**
  - Understanding Unity's UI system (Canvas, Text, Buttons, etc.)
  - Creating a HUD (Health bar, Score, etc.)
  - Linking UI elements to game data (Health, Score)
  - Hands-On: Create a simple HUD to display sco

Module 6: Sound, Animation, and Particles

- **Chapter 1: Adding Sound Effects and Music**
  - Importing and using audio assets in Unity.
  - Adding background music and sound effects
  - Creating a sound through scripts (trigger sounds, background loops)
  - Hands-On: Add sound effects for player actions and background music
- **Chapter 2: Introduction to Animation and Particle Effects**
  - Working with the Animator Controller and Animations
  - Introduction to Particle Systems for effects (explosions, magic, etc
  - Hands-On: Animate a simple character and add particle effects (e.g., dust when jumping)

Module 7: Game Design and Polishing

- **Chapter 1: Project Development**
  - Principles of level design
  - Placing obstacles, rewards, and enemy AI
  - Using Terrain Tools to build 3D levels
  - Hands-On: Design and build a simple level with obstacles and rewards
- **Chapter 2: Debugging and Optimization**
  - Common bugs in Unity and how to fix them
  - Debugging tools in Unity (Logs, Break
  - Performance optimization (lps reduce draw calls, optimize assets)
  - Hands-On: Debug and optimize the existing game project

Module 8: Final Project and Publishing

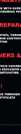
- **Chapter 1: Project Development**
  - Students will work on their final game projects
  - Mentor-led guidance and feedback
  - Focus on polishing mechanics, design, and adding finishing touches
  - Hands-On: Work on completing a full game based on what has been learned.
- **Chapter 2: Exporting and Publishing Your Game**
  - How to build and export games for different platforms (PC, Mobile)
  - Basics of publishing games on platforms like itch.io, Steam, or Google Play
  - Course wrap-up and review of student projects
  - Hands-On: Export the final game project and showcase

Jobs You Can Apply	Projects
Gameplay Programmer, ₹2.0-20.0 LPA	The Witcher IV - CD Projekt Red
Graphics Programmer ,₹8.0-25.0 LPA	Black Myth: Wukong - Game Science
AI Programmer , ₹10.0-22.0 LPA	Borderlands 4 - Gearbox Software
VR/AR Developer ,₹12.0-20.0 LPA	
Game Designer ,₹3.0-18.0 LPA	
Narrative Designer , ₹7.5-15 LPA	

TOOL BOX

Visual Studio
unity
Notion

MEET YOUR MENTOR



MANIT
Founder of Square Games Studio

Meet Manit, a seasoned mentor with over 5 years of expertise in game industry. With 2 years as a mentor in his two successful companies, he has guided numerous students through their journeys in game development. His expertise spans various game genres, including 2D and 3D games, mobile games, and VR experiences. The majority of his mentees, collaborated with a diverse range of companies, including Ubisoft, Nexon, and Epic Games, showcasing his ability to bridge the gap between academic learning and industry demands. Manit's mentorship style is characterized by his dedication to fostering success in his mentees.

PLACEMENT SERVICES

REACH YOUR DREAM JOB !

LEARN FLU STRONGLY BELIEVES WHEN STUDENTS ARE PREPARED AND ENGAGED, THEY ARE MORE LIKELY TO SUCCEED. OUR PLACEMENT SERVICES ARE DESIGNED TO ENSURE STUDENTS ARE READY TO MEET THE DEMANDS OF THE INDUSTRY, OFFERING COMPREHENSIVE SUPPORT FOR A SUCCESSFUL PLACEMENT JOURNEY.

RESUME PREPARATION :

LINKEDIN & RESUME BUILDING WITH EXPERT GUIDANCE TO EFFECTIVELY HIGHLIGHT YOUR SKILLS AND ACHIEVEMENTS, ENSURING YOU STAND OUT FOR OPTIMAL PLACEMENT OPPORTUNITIES.

SOFT SKILL PREPARATION :

BUILDING TEAM COMMUNICATION, TEAMWORK, AND LEADERSHIP SKILLS FOR BOTH ACADEMIC AND PROFESSIONAL SETTINGS, ENSURING STUDENTS ARE WELL-PREPARED FOR THE WORKPLACE AND BEYOND.

HIRING PARTNERS & CAREER PORTAL :

LEARN FLU HAS TIES TO LEADING FIRMS FOR CORPORATE TRAINING AND EXTENSIVE NETWORK OF HIRING PARTNERS. OUR CAREER PORTAL ENSURES STUDENTS ACCESS TO EXCLUSIVE JOB OPPORTUNITIES AND RESOURCES, FACILITATING A SEAMLESS TRANSITION INTO THE WORKFORCE.

MENTORSHIP :

LEARN FLU'S MENTORSHIP PROGRAM OFFERS STUDENTS EXPERIENCED MENTORS WHO GUIDE THEM THROUGH PROJECTS, ENSURING AN INDUSTRY-CERTIFIED EXPERIENCE.

ADDITIONAL SERVICES

Linkedin optimization
Enhancing your profile with industry-relevant keywords, professional photos, and achievements to boost your visibility and connections.

Career Guidance
Personalized mentorship and support to navigate your career path, including job search strategies, interview preparation, and skill development.

Career Opportunities
Exclusive internships and opportunities in Top-notch companies, providing students with hands-on experience and valuable connections for future career advancements.

Hands-on experience
Gain valuable industry experience, especially in the rapidly evolving field of game development, through internships or real-world projects.

Personality Development
Enhancing soft skills such as communication, teamwork, and problem-solving, alongside technical expertise, to prepare students for a holistic approach to their professional life.

CREDIT VALIDATION REPORT

CERTIFICATE OF APPRECIATION

PROUDLY PRESENTED TO

Name Surname

This certificate is awarded to the student who completed Industry Oriented Training Program

Training Duration : 2 months (Jan 2025 - Feb 2025)

THEORY SESSION	150 HRS
PRACTICAL	150 HRS
PROJECT WORK	150 HRS
TOTAL CREDITS	450 HRS

Total Credits Obtained : 140
Grade Obtained : A

COURSE COMPLETION CERTIFICATE

CERTIFICATE OF APPRECIATION

PROUDLY PRESENTED TO

Name Surname

This is to certify that Student Name has successfully completed Industry Oriented Training Program in Game Development

Training Duration : 2 months (Jan 2025 - Feb 2025)

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INTERNSHIP COMPLETION CERTIFICATE

CERTIFICATE OF APPRECIATION

PROUDLY PRESENTED TO

Name Surname

This is to certify that Student Name has successfully completed Internship Program in Game Development

Internship Duration : 2 months (Jan 2025 - Feb 2025)

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STUDENTS REVIEWS

Sravan ★★★★★
Learn Flu's game development course has been a game-changer for me. The hands-on projects and expert guidance have boosted my skills and confidence.

Vasavi ★★★★★
This is the best internship provider with major projects with real-experienced mentors.

Sarvani ★★★★★
Learn Flu offers top-notch training, providing a comprehensive and engaging learning experience.

Raghu Roy ★★★★★
Learn Flu's game development course has been an exceptional experience. The hands-on projects and expert guidance have boosted my skills and confidence in game development.

Aradhya ★★★★★
"Learning cutting-edge technologies and techniques at Learn Flu has been a game-changer for my career in game development. The hands-on projects and expert guidance have boosted my skills and confidence. Highly recommend this course for aspiring game developers!"

Krishna Yadav ★★★★★
Very good internship program. My mentor was teaching me all the things in a very easy manner. Thanks to Learn Flu.

Dinakaran ★★★★★
Thank you so much Manit for giving me wonderful opportunity to learn game development.

Ayu Koshan ★★★★★
Learnflu is not only focused on theoretical knowledge but also provides hands-on experience through real-world projects. The mentors are knowledgeable and supportive, ensuring that students not only learn the technical skills but also gain valuable insights into the industry.

Priya ★★★★★

OUR ALUMNI WORKS AT

IBM, ABS, H&M, PayPal, SAP, Siemens, Jupiter, KPMG, Meta, Delta, Razorpay, Samsung Devices, Shopee, Infosys, ABB, TCS

CONTACT US

Mb.No : +91 93648 97298
Mail ID : support@learnflu.com
Website : www.learnflu.com

FOLLOW US ON

T&C : No Refund Policy