General Info About Game.Courses

What do you get when signing up?

- A plan with Daily Lessons so you know exactly what to learn and when
- Expert Live Support whenever you need help
- Access to discord channel where you can chat with other students & professional game developers
- WITH BUNDLE: All three other courses, free mug, hoodie and 500$ off future courses

What's unique about Jason's courses?

- Live Support
- Full plan to build entire games
- In-depth Understanding why to do things and why they work
- 1 year money back guarantee
- BUNDLE: Full direct path from beginner to advanced

What do you Learn?

- A solid understanding of both C# and Unity - even if you've never touched code before
- Teaches you professional workflows
- Learn good patterns and habits from the start
- Teaches numerous aspect of Unity
- From basic C# coding to advanced

Courses

Programmer Course

- C# Basics
- Environment Setup
- AI
- Multiplayer
- Animation
- Prefabs and nested prefabs
- Physics & Movement
- Universal Render Pipeline
- Raycasting
- Source Control
- Scene / Level Progression
- Vectors & Vector Math
- Player Tracking
- Debugging
- Particle Systems
- TextMeshPro Text
- Memory & Performance Profiling
- Basic & Intermediate Audio
- Deployment
- Unity C# Differences // Methods
- 2D Lighting
- Finish with the skills to build your own game!

Mastery Course

- Get to build a variety of game types: 2D, Top down and third person/fps
- Takes you from the fundamentals to using unity on a professional level
- Multiplayer
- Solid code architecture
- Probuilder
- Intermediate AI
- Abilities and spells

- State Machines
- Cinemachine
- Timeline
- Post Processing and Rendering FX
- Particle Effects
- Terrain Building
- Menu and Game Flow
- Items and Inventory
- Design Patterns

Game Architecture Course (Newest course)

- Build a Full RPG
- Learn How to Successfully Build Large Scale Games
- Inventory and Crafting Systems
- Quest Systems and Building a Quest Editor
- Interactive Dialog and World for Storytelling
- Character Leveling & Progression
- Lots of Shortcuts To Get Your Game Done Faster

- Customizable AI Systems Using Visual State Machine
- Complete Stats System
- Keep Architecture Clean and Easy to Persist (Saving/Loading Locally and Remote)
- Project Planning - Follow Process from Start to Finish
- Weekly Practice and Quizzes
- Certificate Upon Completion

Master Architecture and Unit Testing Course (Included with the new Game Architecture course)

- Clean and proper game code
- Testable Code
- Project structure management
- Advanced state machine development
- Branching dialogue systems
- Build you own unique RPG
- Unit Testing
- Inventory management and interfaces

- Addressables - Memory Management
- Abstraction & Interface segregation
- AI
- Script Assemblies
- Inventory
- Persistence
- Input Management
- Inventory Systems