

Unity with Visual Studio

1. Integration

- Integration of unity with Visual studio

2. Scripting

- Scripts
- Variables & Operators
- Conditional Statements
- Iteration
- Methods
- Input
- Local Components
- Objects
- Summary

3. The Explorer: 3D Game Kit

- Quick start
- 3d game kit walkthrough
- 3d game kit reference guide

***Note:-** Student should have knowledge of **C#** and **Unity** for this course .