



Outline Course

Games Development using Construct 2

30 hours

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8 hours

1- Making your first game (ball catcher) - Basics

A- Define parts of the work environment

Object, layout, sprite, etc...

B- How to move objects?

C- How to generate random objects?

D- How to work score system in the game?

E- Definition of collision system.

10 hours

2- Make second game (space shooter)

A- Main screen design.

B- System shooting game.

C- How to destroy enemy in the game?

D- Design game level.

E- How to move enemy?

F- Define event in the construct 2.



12 hours

3- Make third game (platform game-Mario)

- A- How to move player using arrow keys and jump?
- B- Add sound in the game.
- C- Add score and player health.
- D- Design game level from scratch.
- E- Add enemy to game level.
- F- Export game.