

2D Unity

Unity 2D Game Development



Build complete 2D games with player controls, UI, and polished gameplay systems.

Duration : 3 Weeks

What You Will Learn

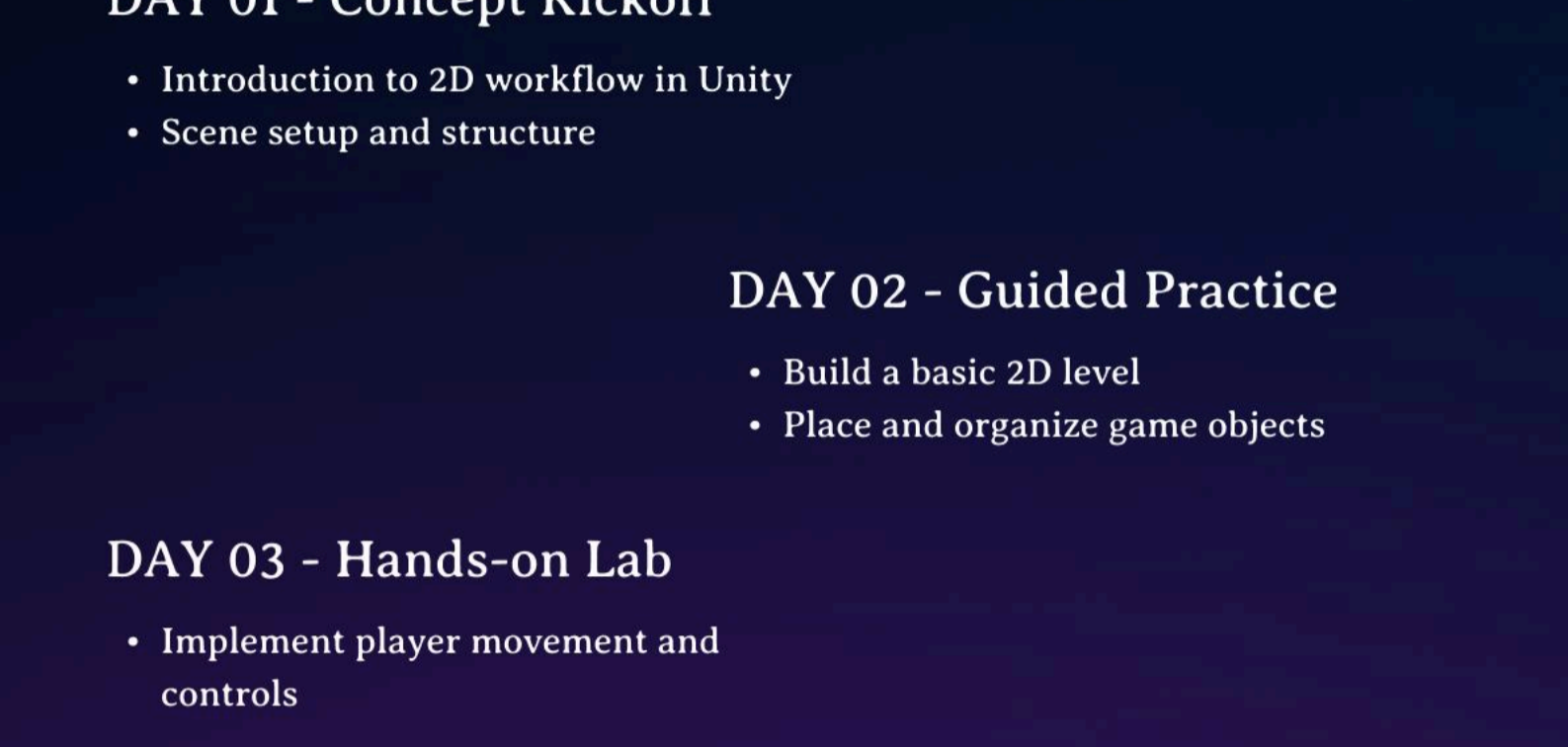
- Creating 2D scenes and level structure
- Building player movement and controls
- Integrating UI into gameplay
- Optimizing performance for smooth play

Outcomes

- Build a playable 2D game prototype
- Understand reusable 2D game architecture

Week 01

Scene Setup + Player Movement



DAY 01 - Concept Kickoff

- Introduction to 2D workflow in Unity
- Scene setup and structure

DAY 02 - Guided Practice

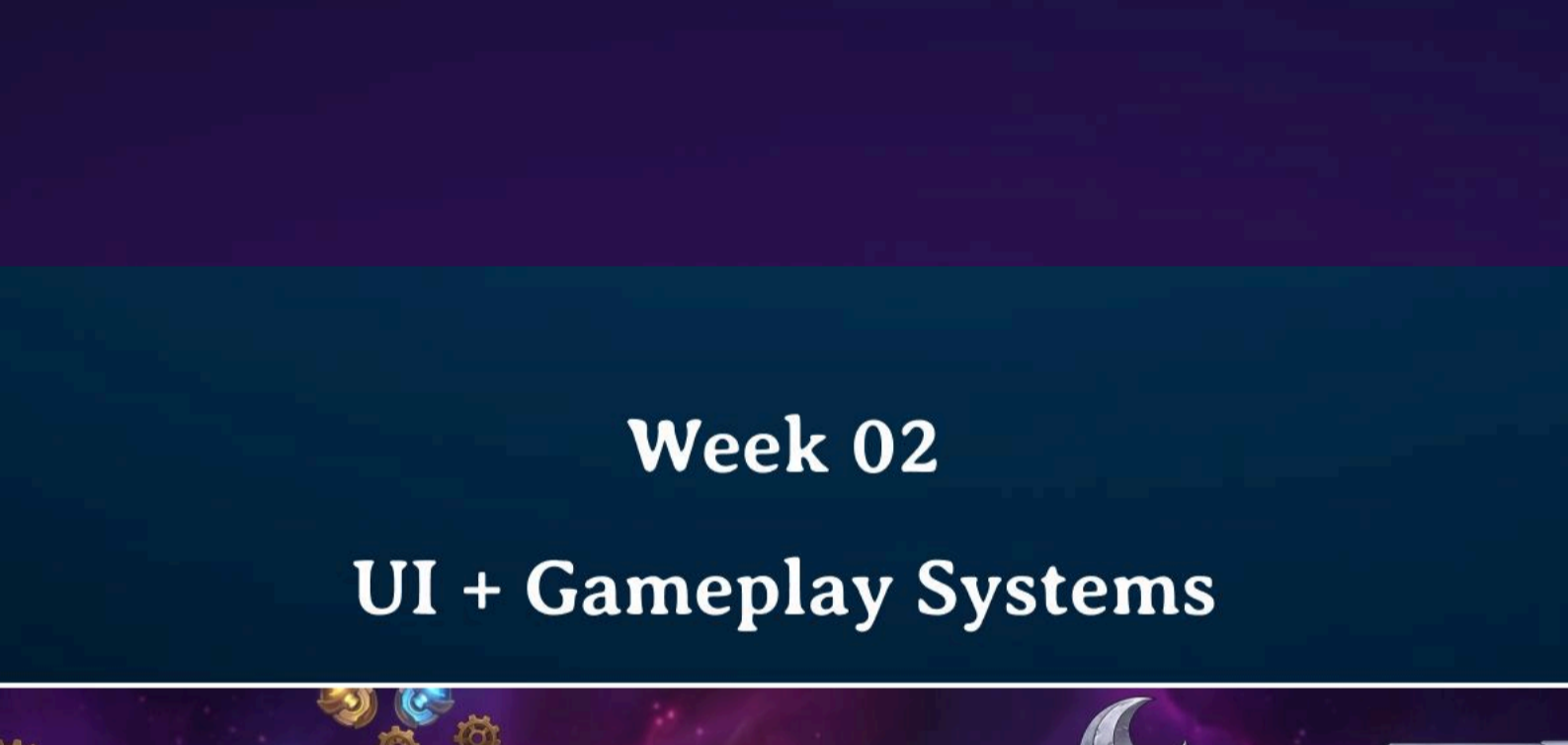
- Build a basic 2D level
- Place and organize game objects

DAY 03 - Hands-on Lab

- Implement player movement and controls

Week 01

Scene Setup + Player Movement



DAY 04 - Review & Iteration

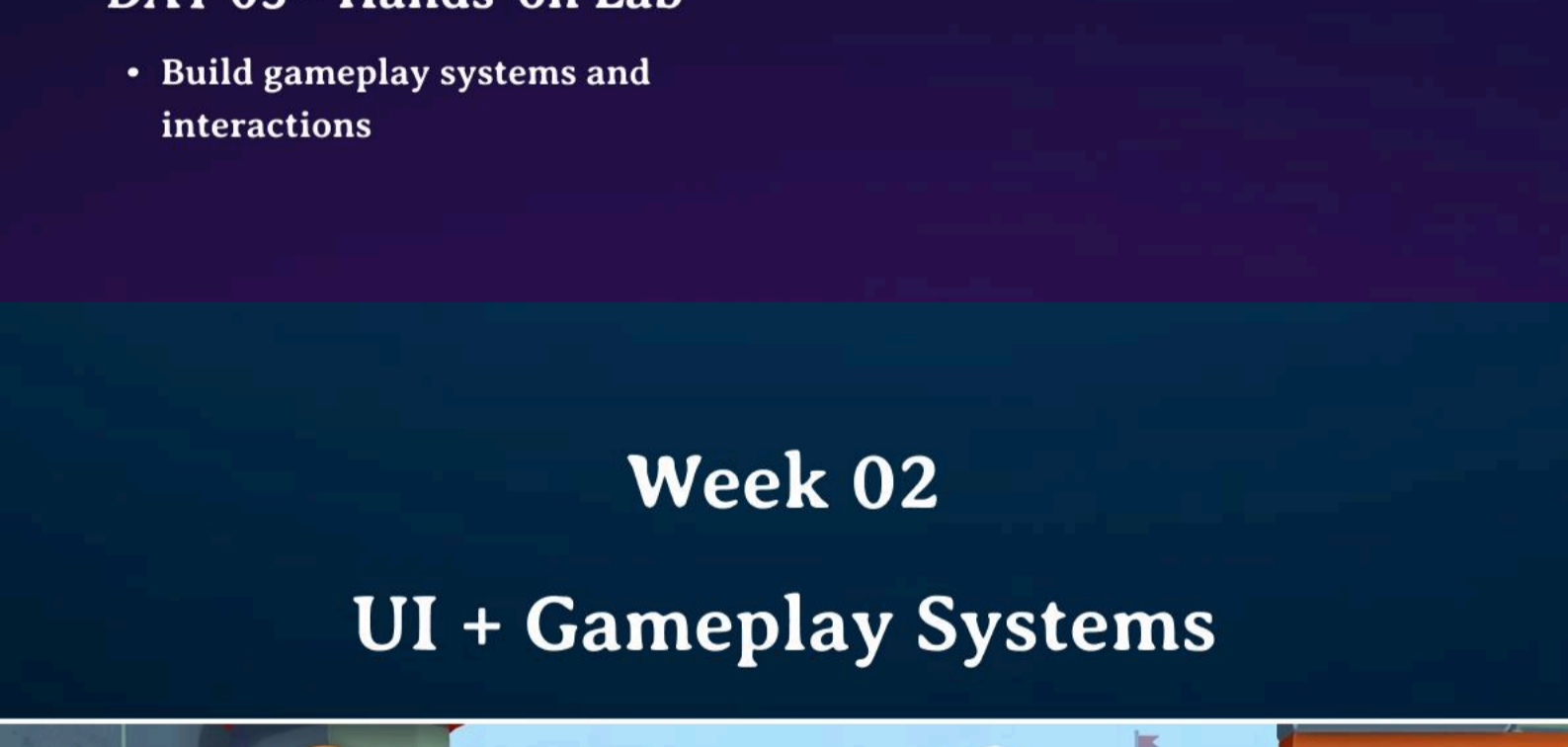
- Improve movement responsiveness and scene layout

DAY 05 - Checkpoint

- Validate level setup and player controls

Week 02

UI + Gameplay Systems



DAY 01 - Concept Kickoff

- Introduction to UI in 2D games

DAY 02 - Guided Practice

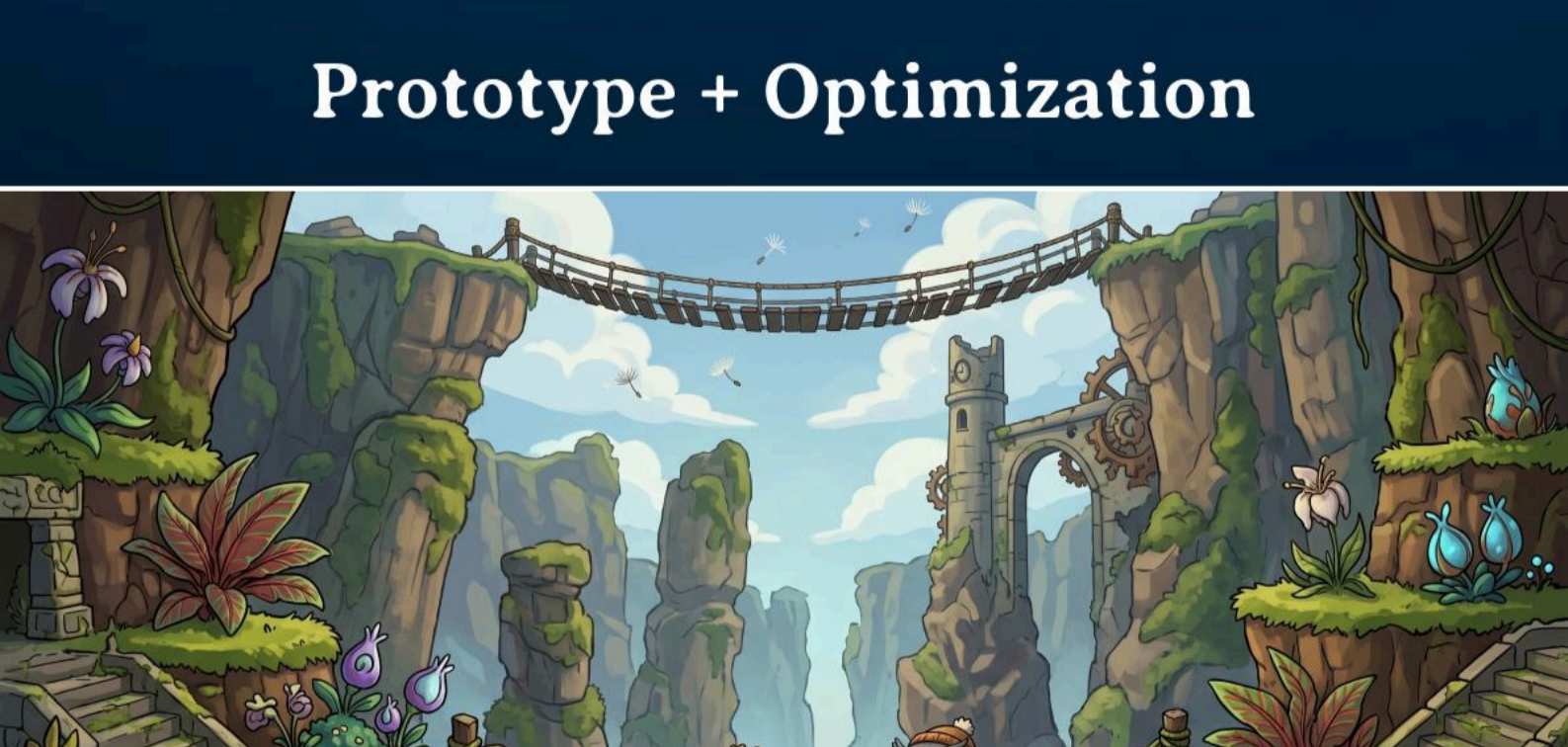
- Add UI elements (score, health, feedback)

DAY 03 - Hands-on Lab

- Build gameplay systems and interactions

Week 02

UI + Gameplay Systems



DAY 04 - Review & Iteration

- Improve UI clarity and gameplay flow

DAY 05 - Checkpoint

- Validate gameplay loop and UI integration

Week 03

Prototype + Optimization



DAY 01 - Sprint Planning

- Plan structure for a playable 2D game

DAY 02 - Implementation Block

- Build core gameplay loop

DAY 03 - Lab Validation

- Test gameplay and usability

Week 03

Prototype + Optimization

DAY 04 - Polish Pass

- Fix bugs and improve performance

DAY 05 - Demo & Review

- Present playable 2D game prototype