

Videos

[Week 01](#)

- Getting started/the basics

[Week 02](#)

- If statements

[Week 03](#)

- Functions

[Week 04](#)

- Exercises on if statements, functions and variables

[Week 05](#)

- Objects, Scope, Get and Set

[Week 06](#)

- Arrays and Lists

[Week 07](#)

- Dictionaries, Flappy Bird

[Week 08](#)

- Arrays, Lists, For Loops, Lunar Lander

[Week 09](#)

- Unity Events, Custom Unity Events and Delegates, Space Invaders

[Week 10](#)

- Collisions, Triggers, Instantiation, Angry Birds

[Week 11](#)

- Particles, Animations, Data Classes, Bomber Man

[Week 12](#)

- Sound, User Interface, Scene Loading, Async Operations and Coroutines, Typing Game

[Week 13](#)

- Scriptable Objects, Inheritance, Polymorphism, Interfaces, Tank Tanks

[Week 14](#)

- Generics, Blend Trees, Sky Boxes and Lighting

[Week 15](#)

- Navigation Mesh, AR soccer

[Week 16](#)

- Ray Casting, Occlusion Culling, Loading and Saving Data

[Final Slides](#)