

Game Design Foundation

COHORT BASED PROGRAM













What is Game Design?

Careers in Game Design have become very lucrative as the Gaming Industry grows at an exponential rate. On the other hand, there are still misconceptions about Game Design in India.

Let's take a look at what Game Design actually is.

In simple concept, Game Design is the practice of applying design principles to video games. Game design involves understanding game mechanics and using creative thinking when considering game ideas. Or designing a level while understanding the player's psychology.

In general, video game design is a mix of creativity, story, and aesthetics, mixed with technical expertise, which determines game mechanics, balancing, etc. Designing games is an enormous field of study that involves not just knowing how and why to do a certain thing but using your imagination to come up with new innovative ideas and systems that will engage the player.

Due to its wide scope, Game Design offers a lot of career opportunities.



Master Game Design from Industry Professionals

Game Design Foundation is a 6 months intensive project-heavy course that focuses on the core foundation of game design. During these 6 months, students will go through multiple projects to work on that they can use to build their portfolios. The course is structured in such a way that anyone from any background can easily understand and learn game design. Furthermore, the students will learn the 5

Specializations of Game Design that every game designer must know. By the end of the program, the student's projects will be evaluated by Professional game designers from top game companies in India.

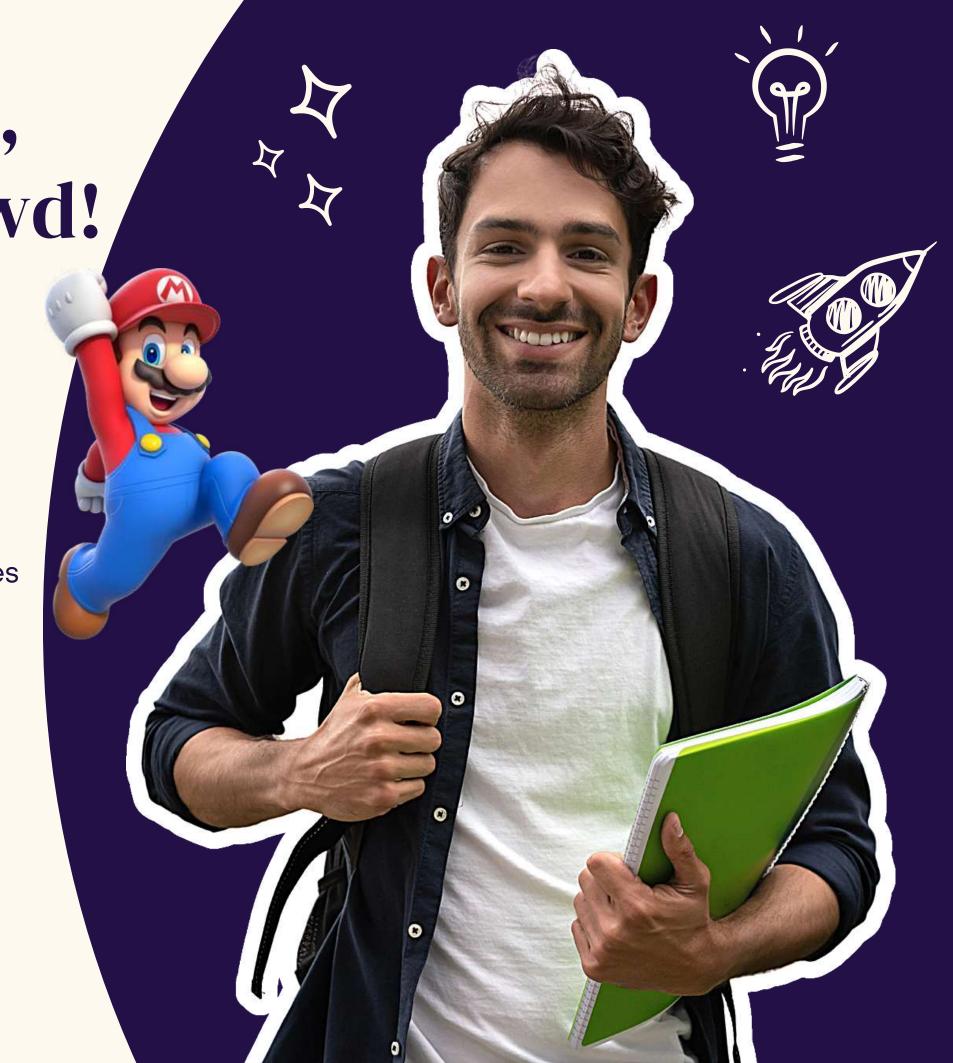
Game Design Foundation or GDF is a specialization course in Game Design. In this course, students will learn the basics of game design to advance topics of game design. Students will be assigned multiple projects and assignments throughout the course. We will go over the most in-demand software necessary for a game designer to know like Unity 3D game engine, Figma, and Photoshop to create 2D and 3D games that can be added to their portfolio.

There are 5 specialization subjects which are:



Unleash your creativity, Stand out from the crowd!

- Professional Game Design Document
- 2D Game Map for Level Design
- **Output** User Interface of top games
- ② 2D/3D Playable Level in Unity 3D from scratch
- Game Balancing using an Excel sheet
- Economy System for Popular Free to Play mobile games
- Mockups and Wireframes for Mobile and PC games
- Popular mobile game deconstruction/breakdown
- 3D Lighting and Compositing in Unity
- Grey boxing for 3D Level in Unity 3D using Pro builder
- Game Environment Design in Unity 3D
- Photo bashing to create realistic-looking artwork
- Graphics Design Principles
- A Kickass Portfolio website



Course Structure

LIVE sessions will be held 3 Days in a week for 2-3 hours, during which doubts of students will be addressed, new topics will be explained, and assessments and goals will be assigned.

Along with the videos, students will receive PDFs, notes, and other study materials for the projects.



Month 1

Game Design Basics

First month will be for the basics of game design like mechanics, core loop idea generation and Game concept Design.

Month 2

Level Design Basics

We will go over creating a playable level from scratch using Unity 3D and understand concepts of Environment design and Puzzle design for games.

Month 4

System Design

This month is for balancing game systems, understanding player experience and learning the secret behind deconstructing a game from scratch.

Month 3

UI/UX Design

This month, we will go over creating mockups and wireframes for games using Figma and understand the importance of User Experience.

Month 5

Economy Design

This month we will start by understanding how any economy works in games and how to create an Economy for a FTP game for monetization.

Month 6

Narrative Design

Construct stories for your game.
And learn the concepts for story
writing, such as the 3 Act
Structure and the Hero's
Journey.



- Game Designer
- Game Level Designer
- Game Narrative Designer
- **Game Economy Designer**
- ★ Game UI/UX Designer
- **Game Feature Designer**

3 100+ Job Openings



Students Loves us







Romil Sharma

"I didn't know what game design was before I joined the program. But now after completing the course I am confident in the subject."







Vinay Jawai

"The teachers were really helpful and put extra effort into clearing the concepts. I am now confident, and motivated to be professional game designer."







Abhishek Sharma

"1up academy helped me to land my first job as a professional game designer. Kudos to the team and Rahul sir"



Enrol today and start a successful career as a professional Game Designer!

To register for the program, the student must complete an application form and go through an **Onboarding process**. After submitting the application, the student will be required to deposit a **Token amount** in order to **secure** a seat in the batch. Our student counsellor staff will support the student throughout the process. Once all of the formalities are completed, the student will be given access to the dashboard and their account information to log in. They can access the live classes, as well as the video content and other study materials including PDFs and notes, from their dashboard.



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