

ARCHMAGE LEARNING

A COURSE IN FULL STACK 2D GAME DEVELOPMENT.



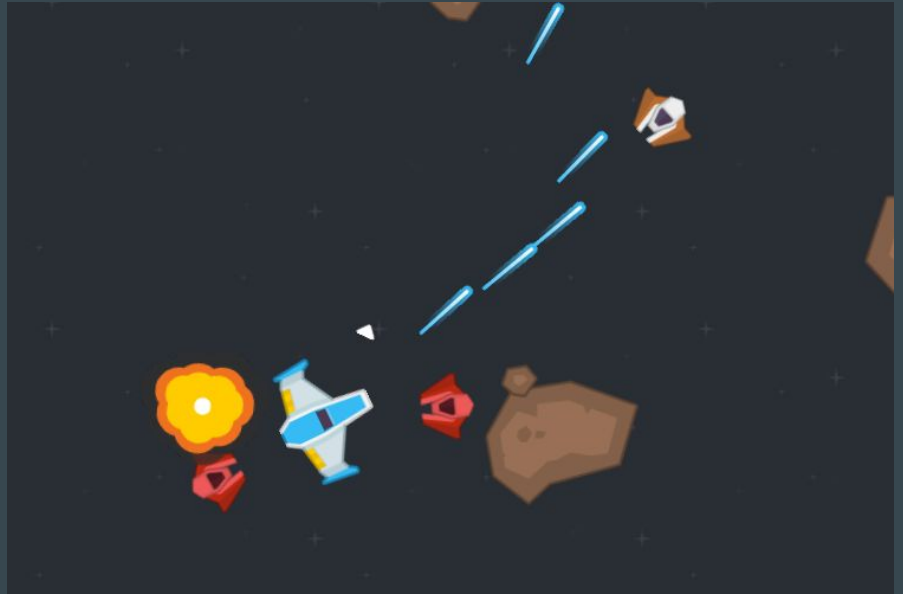
Learn the full stack of 2D game development, for mobile, tablets and desktop, via live, one-on-one weekly webinar sessions, headed by Saad Ali (CTO, Archmage Industrious)

What core skills will you learn in this course?

The five core skills you will learn are as follows.

1. Programming
2. Pixel art & sprite animation
3. Audio production
4. Game development
5. Game *deployment*

We'll be building a 2d space shooter from scratch.



We'll be building a 2d space shooter - With **in-game physics!**



The **complete** 2D game development stack

What tools will you be learning in this course?

1. **Corona SDK**, a software development kit, complete info [here](#)
2. The **Lua** programming language, read more [here](#).
3. **FL Studio** for music and sound production, [website](#).
4. **Audacity** for audio editing, mixing and mastering, [website](#).
5. **Piskel** for pixel art and sprite animation, [website](#).



COURSE FEE - The thing you want to see first.

Registration Fee

None.

Monthly Fee (Payable at the start of each month)

PKR 5,100/-

Course Duration & Total Fee?

This is a 6 month course, $5,100 * 6 = \text{PKR } 30,600/-$ **You only pay for one month at a time.**

No advance payment required. If you choose to discontinue the course midway, you can, no penalties involved.

COURSE DYNAMICS

Where?

Conducted via **an online webinar meeting software**, with no more than 4 people per session, the instructor being the 5th person online.

Method?

Screen sharing, audio discussion and live chat for clarity.

Class Notes?

All written notes will be provided via email at the end of each session.

COURSE DYNAMICS

What do I need to have?

A computer (PC or Mac) and an internet connection.

Session days?

Saturday & Sunday, can be held any other day of the week upon request.

Session duration?

One hour per session (60 Minutes), **two** sessions per week, followed by notes for the entire week's practice.

COURSE DYNAMICS

Total course duration?

6 Months, i.e 48 sessions. (8 sessions per month)

What if I skip a session?

A summary of what was taught, along with class notes will be provided via email. A special 'recap' session might be held if requested.

What will I be able to achieve upon course completion?

You will be able to build your own games (and applications) from scratch, for mobile, tablets and desktop computers, **that's the aim of the course.**

COURSE DYNAMICS

Do I need to have prior programming experience?

No you don't, this a course for absolute beginners, the idea is to take you from zero to pro.

What if I want to quit the course mid-way?

No problem, you can. There are no penalties or termination fee involved, you can discontinue whenever you want to, you only pay for each month at the start of the month.

Contact to enroll in the course

Send us an **email** or a **text message** saying **'interested in the game dev course'** and we will send you the **session start date** and all details pertaining to getting started.

New sessions are initiated frequently, you will be entered into the next immediate session.

Saad Ali | CTO, Archmage Industrious

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