

# ARCHMAGE LEARNING

## A COURSE IN MOBILE APPLICATION & GAME DEVELOPMENT.

[www.mage-in.com](http://www.mage-in.com)



**Learn the full stack of mobile app and game development**, for all major mobile platforms, tablets and desktop systems, via live, weekly webinar sessions, headed by Saad Ali (CTO, Archmage Industrious)

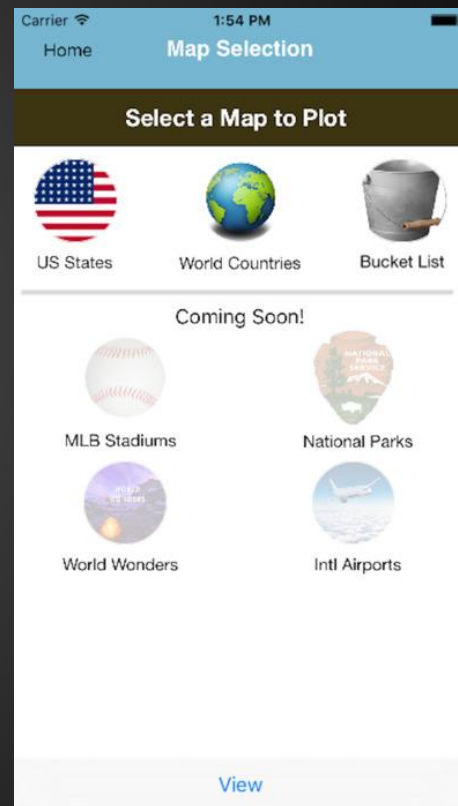
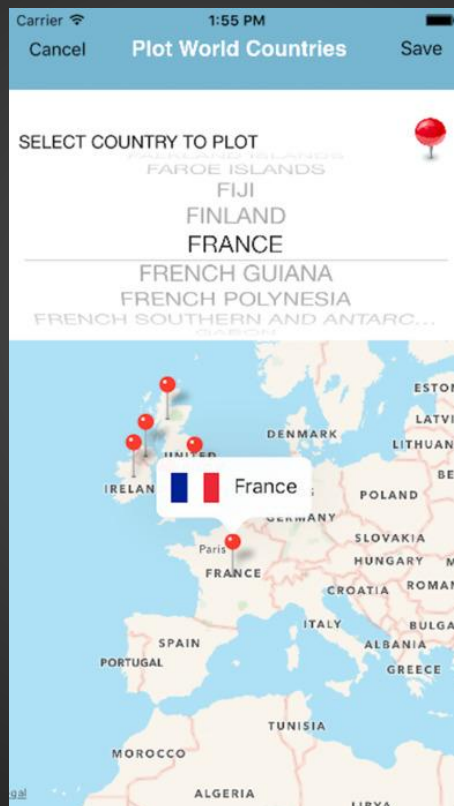
# What core skills will you learn in this course?

The five core skills you will learn are as follows.

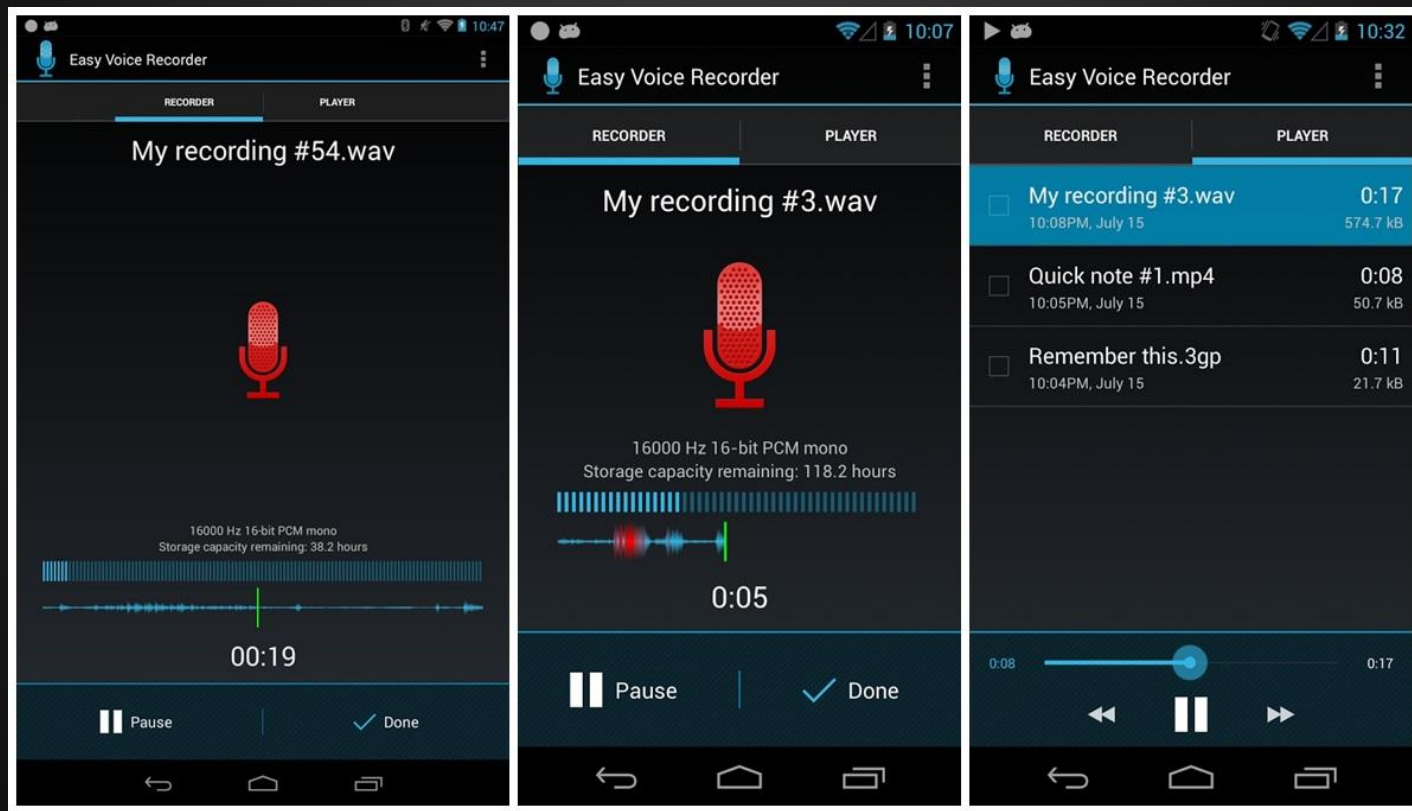
1. Programming
2. User interface design, pixel art & sprite animation
3. Audio production
4. Application development
5. Application *deployment*

**Course Fee Details On Page 8.**

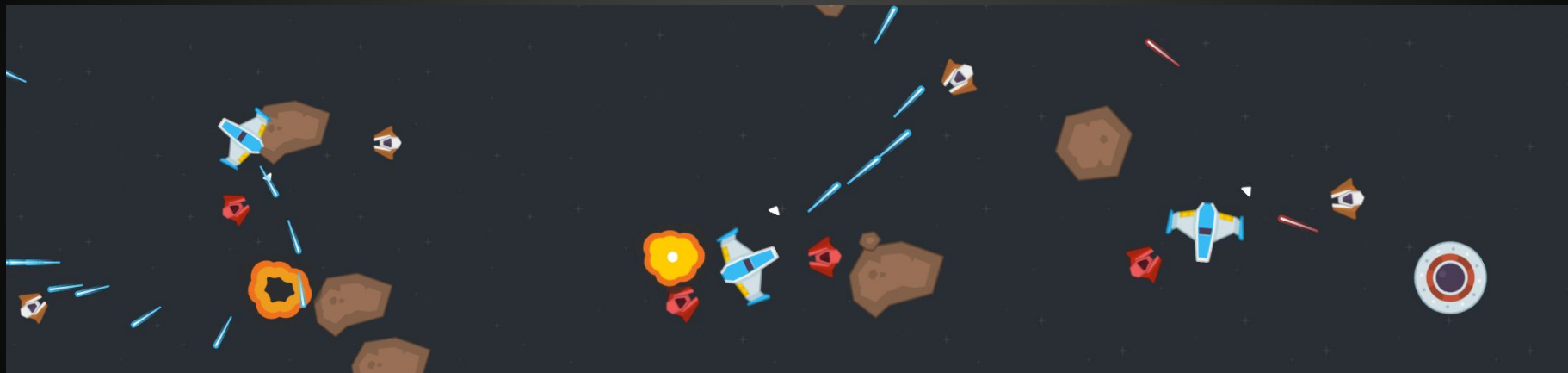
# We will be building a map plotting app.



# We will be building a voice recording app.



Lastly, We will build a **space shooter** game.



# COURSE ENROLLMENT & FEE



# ENROLLMENT METHOD

Send us an **email** on **learning@mage-in.com** with the subject **'Interested in the mobile development course'**

We will send you the **session start date** and all details pertaining to getting started. (software required, time slot, payment options)

# COURSE FEE

## Registration Fee

- None

## Monthly Fee

- PKR 4,800/- (Payable at the start of each month)

## Course Duration

- This is a 6 month course. ( $4,800 * 6 = \text{PKR } 28,800/-$ ). You only pay for one month at a time. **No bulk payment required.**



# COURSE FEE

If you choose to discontinue the course midway, you can, no penalties or cancellation charges are involved.

# The **complete** application development stack will be covered 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 DYNAMICS



## Where are the sessions held?

Sessions are conducted online via a **webinar meeting software (Teamviewer)**, with no more than 4 people per session, the instructor being the 5th person online.

## Method?

Screen sharing, video & audio discussion and live chat for clarity.

## Class Notes?

All written notes will be provided via email at the end of each session in PDF format, via email.

# COURSE DYNAMICS



## What do I need to have?

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

## Session days?

Saturday & Sunday.

## Single session duration?

1 Hour session, **two sessions per week**, followed by PDF notes via email for conceptual reinforcement.

# COURSE DYNAMICS

## Total course duration?

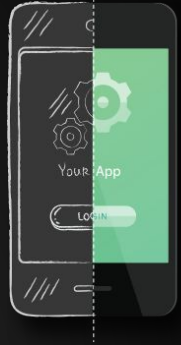
6 Months, i.e 48 sessions. (8 sessions per month)

## What if I skip a session?

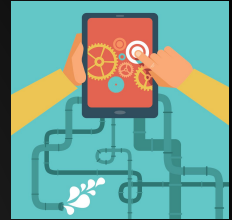
A summary of what was taught, along with notes will be provided via email.

## What will I be able to achieve upon course completion?

You will be able to build your own applications & games 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.

Feel free to get in touch if you have any questions.



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