

Unreal Engine 5 AAA Game Development

Course Duration: 60 Days

Topics & Details

Introduction Unreal Engine 5 AAA Game Development:

★ **Lesson 1: Kick-off & Install**

- Download the Epic Launcher
- Create a blank first-person project

★ **Lesson 2: Editor Navigation**

- Move, rotate, scale objects
- Viewport camera controls

★ **Lesson 3: Basic Building Blocks**

- Add cubes, stairs, walls
- Snap to grid for tidy rooms

★ **Lesson 4: Adding Colour**

- Make a simple material
- Drag-and-drop onto walls

★ **Lesson 5: Light It Up**

- Drop in a sun light
- Adjust brightness & shadows

★ **Lesson 6: Free Assets**

- Open Quixel Bridge
- Import one rock, one tree

★ **Lesson 7: What's a Blueprint?**

- Create a new Blueprint actor
- Place it in the level

★ **Lesson 8: Make a Door Open**

- Add trigger box
- Rotate door when player walks in

★ **Lesson 9: Player Tweaks**

- Change walk speed
- Add sprint key



★ **Lesson 10: HUD Starter – Health Bar**

- Create a widget
- Show it on screen

★ **Lesson 11: Pick-ups (Coins)**

- Spinning coin Blueprint
- Add 1 point to score on overlap

★ **Lesson 12: Score Display**

- Put score text in HUD
- Update every coin pick-up

★ **Lesson 13: Very Simple Enemy**

- Place mannequin as enemy
- Move toward player at slow speed

★ **Lesson 14: Taking Damage**

- Enemy touch → minus 10 health
- Flash screen red for hit

★ **Lesson 15: Game Over & Restart**

- If health ≤ 0 reload level
- Show "Game Over" text

★ **Lesson 16: Footsteps & Music**

- Import footstep sound
- Loop background track

★ **Lesson 17: Fire & Smoke**

- Add starter fire particle
- Place torches in hallway

★ **Lesson 18: Landscape Basics**

- Sculpt small hill area
- Paint grass texture

★ **Lesson 19: Water Plane**

- Add shallow lake actor
- Splash sound on entry

★ **Lesson 20: Checkpoint**

- Place checkpoint trigger
- Respawn here after death



- ★ **Lesson 21: Simple Menu**
 - Main Menu widget (Play / Quit)
 - Open level when Play pressed
- ★ **Lesson 22: Save Game Data**
 - Save coins and checkpoint index
 - Load on next play
- ★ **Lesson 23: Basic Lighting Polish**
 - Add fog for mood
 - Adjust sun rotation for evening look
- ★ **Lesson 24: Performance Check**
 - Show FPS counter
 - Lower shadow quality if FPS < 60
- ★ **Lesson 25: Build for Windows**
 - Set project icon
 - Package a playable EXE
- ★ **Lesson 26: Mobile Preview (Optional)**
 - Enable touch controls
 - Test on phone if available
- ★ **Lesson 27: Intro Cut-scene**
 - Simple camera fly-in with Sequencer
 - Fade into gameplay
- ★ **Lesson 28: Post-Processing Flair**
 - Add colour-grading LUT
 - Add slight bloom
- ★ **Lesson 29: Screenshots & Trailer**
 - Capture 4K screenshot
 - Record 30-sec gameplay clip
- ★ **Lesson 30: Showcase Day**
 - Classmates play each game
 - Collect feedback & receive certificates

