

GAME DEVELOPMENT COURSE 2026

Course Orientation & Syllabus Presentation

Structure, Mentors, Project Timeline, Cafe Game Tournament & Grading

Presented by: Yekta Sharifpour

Video-Based Learning, Unity Setup, and Industry Roadmaps

COURSEWORK STRUCTURE

1. Video Lectures & Practices

Students watch assigned video lectures before class sessions to prepare for practical exercises. Hands-on practice reinforces core engine and design concepts.

INSTALLATION VIDEO

2. Unity Engine Setup

A dedicated tutorial video will be released covering step-by-step installation and configuration of the Unity Game Engine.

CURRICULUM REFERENCE

3. Developer Roadmap

We follow the industry-standard curriculum at roadmap.sh/game-developer to guide your growth in game programming, art, and mechanics.

Dedicated Mentor Guidance & Weekly Progress Reporting

WEEKLY MENTOR REPORTING WORKFLOW

Each student team will be assigned a dedicated mentor. Teams must submit weekly progress reports to track game development milestones and solve technical blockers.

MENTOR 1

Yekta Sharifpour

MENTOR 2

Hengameh Baghyan

MENTOR 3

Asma Hamid

MENTOR 4

**Mohammad
Haghighat**

MENTOR 5

Nazanin Mahmoodi

MENTOR 6

**Mohammad Mehdi
Sharafbayeri**

MENTOR 7

**Amir Hossein
Mohammadi Pour**

MENTOR 8

Alireza Ghasemi

5 Practical Assignments and In-Class Live Coding Midterm

WEEKLY PRACTICAL ASSIGNMENTS

5 Hands-On Homework Exercises (2 Points)

- Continuous skill development across 5 practical problem sets.
- Complements video lectures with hands-on mechanic implementation.
- Graded as part of the overall continuous assessment (2/20 points).
- Direct preparation for midterm exam and project engineering.

PRACTICAL MIDTERM EXAM

In-Class Practical Exam — 1 Azar (3 Points)

- Exam Date: 1 Azar in the regular classroom environment.
- 100% Practical: Students MUST bring their personal laptops.
- Independent Work: Live problem-solving without teamwork.
- Tests practical understanding of engine mechanics and programming.

6-Week Main Game Project Development Schedule

TEAM FORMATION RULE: Teams of 4 to 5 students (10 Points Total Weight)

17 Mehr

GDD Finalized

Game Design Document due date. Finalize game concept, scope, mechanics, and art direction.

20 Mehr

Development Starts

Official 6-week project development kickoff across all student teams.

1 Azar

Midterm Checkpoint

In-class practical exam.
Midterm project evaluation and progress check.

27 Azar

Project Delivery

Final project submission deadline. Code freeze, build submission, and final docs.

Showcase Your Games at the Cafe Game Tournament

SPECIAL EVENT: CAFE GAME TOURNAMENT

5 Dey – 9 Dey | Public Playtesting, Reviews & Prizes

★ Playtesting & Reviews

Your games will be thoroughly tested by peers, mentors, and players during the tournament.

★ Prizes & Awards

Top performing games across design, mechanics, and art will win exciting prizes and awards.

★ Community Showcase

Celebrate your 6-week hard work and showcase your playable build to the broader community.

Comprehensive 20-Point Course Grading Scheme

Assessment Component	Weight / Score	Description & Requirements
Main Game Project	10 Points	6-week project in teams of 4–5. Includes GDD (due 17 Mehr) & weekly mentor progress reports.
Final Exam	4 Points	Comprehensive end-of-semester theoretical and practical evaluation.
Midterm Exam	3 Points	Practical in-class live coding exam on 1 Azar. Laptops required.
Weekly Assignments	2 Points	5 practical homework assignments focused on core engine & mechanic skills.
Class Attendance	1 Points	Students with zero or one absence will receive the full attendance grade.

IMMEDIATE ACTION ITEMS

What You Need To Do This Week

1. Unity Setup

Watch the Unity installation guide video as soon as it is released and configure your environment.

2. Explore Roadmap

Visit roadmap.sh/game-developer to familiarize yourself with core game dev learning paths.

3. Form Teams

Form your project team of 4–5 students and register your team members with the TAs.

4. Start GDD Brainstorming

Begin working on your Game Design Document (GDD) concept — due date is 17 Mehr.

5. Telegram Channel

Join the course Telegram channel and its linked discussion group.

<https://t.me/+y-r0qq2VabI2NWE0>