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Module 1: Introducing Unreal Engine and the game engine architecture This module covers the basics of Unreal Engine, the modeling tools, 3D assets creation and the level editing. Module 2: Creating an Unreal Universe Building a non-trivial game in Unreal Engine is a process that goes through a number of stages: planning, architectural design, code design, modeling, creating content, and testing. This module covers the plan of action for this process. Module 3: Creating a Classroom World This module will explain how to create a safe game world that will never be possible to cheat or hack. A lot of work has been done to make this possible to a degree that is indistinguishable from the official game world. Module 4: Building a World - Domain Level The domain level is the setting of the game, and is the world of the game, where the player will spend the most time. In this module, you will create a setting for a fictitious university. This setting will cover the creation of the buildings in the campus, its layout, the graphics, the art style, and more. Module 5: Building a World - City Level The city level is the setting of the game. This level will cover all the areas of the city such as the main street, the shopping malls, the housing, parks, the high-rises, the skyline and the airport. Module 6: Building a World - Space Level The space level is the setting of the game, and is the world of the game, where the player will spend the least time. In this module, you will create a setting for a fictitious spaceport. This level will cover the construction of the airport, the large vehicle parking area, and the space station in it. Module 7: Building a World - Sci-Fi Level This module is a must-have for every Unreal Engine developer, as it will give you a complete insight into the process of creating a Sci-Fi level for the Unreal Engine. Module 8: Building a World - Third Person Shooter Level This module covers a third-person shooter level. In this module, you will create a level of a bar, and a street. Module 9: Building a World - First Person Shooter Level The module covers a first-person shooter level. In this module, you will create a level of a space station. Module 10: Game Balance 82157476af

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