

Module & Lesson Block	Hours	Delivery Method
Game Center orientation, presentation of learning goals and work plan, overview of necessary tools and resources, organization of learning materials and structure of module, code of conduct during training.	1h	In-person
Unreal Engine architecture and project setup	3h	Lecture + Demonstration
Asset management and editor tools	4h	Guided practice
Blueprints (interfaces, macros, function libraries)	4h	Hands-on workshop
C++ integration for gameplay systems	5h	Hands-on coding
Hybrid workflow: Blueprints and C++ together	4h	Guided practice
Landscape and foliage tools	4h	Hands-on workshop
Lighting techniques: lumen, ray tracing, lightmass	4h	Hands-on workshop
Nanite and virtual texturing optimization	4h	Guided practice
Character animation pipeline (import, retargeting, sequencing)	4h	Hands-on workshop
Using control rig and IK systems	4h	Guided practice
MetaHuman creation and integration	4h	Hands-on workshop
Cinematics with sequencer	4h	Hands-on workshop
Unreal networking model overview	3h	Lecture + Demonstration
Replication of gameplay logic	4h	Hands-on Workshop
Session management and online subsystems	4h	Guided practice
Profiling and debugging tools	4h	Guided practice
Packaging and deployment for multiple platforms	4h	Guided practice
Prototype/level development	10h	Mentored development
Final presentation and peer review	2h	Group presentation