

Since 2007, Making IT Experts & Products

Course: AI for Game Development

Duration: 10 Hrs (Changeable) | Fees: Individual / Batch

Since 2007, Nestsoft TechnoMaster has been providing training, internships, and services in IT technologies, both online and offline, with the expertise of **over 250 industry experts**. We have delivered internships, training, and seminars to more than 50,000 students, resulting in numerous success stories. **We offer 100% placement support through JobsNEAR.in**

Our Courses/Internship

- Python/Django Fullstack
- Artificial Intelligence
- Machine Learning
- Data Science
- Software Testing (All)
- Wordpress, Woocommerce
- Digital Marketing, SEO
- Php/MySQL, Laravel
- Flutter, Android, IOS
- Asp.net MVC
- Web Design, Javascript
- Angular JS, React JS
- CCNA, MCSA, CCNP
- AWS, GCP, Azure
- Odoo, Salesforce, Sap
- Microsoft Excel
- Ethical Hacking



Syllabus on the Next Page ..



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Introduction to AI in Game Development (1 Hour)

- * Introduction to Artificial Intelligence in gaming
- * Applications of AI in modern video games
- * AI tools and game development workflow

AI-Powered Game Design (1 Hour)

- * Generating game ideas and concepts using AI
- * Creating storylines, missions, and character dialogues
- * Designing game worlds and levels with AI assistance

AI for Game Assets and Content (1 Hour)

- * AI-assisted character and environment design
- * Generating textures and visual concepts
- * Creating sound effects and background music with AI tools

AI-Assisted Game Programming (2 Hours)

- * Introduction to AI coding assistants
- * Generating game scripts using AI tools
- * Implementing player movement and collision detection
- * Creating scoring systems and game mechanics
- * Debugging and validating AI-generated code

Game AI and Intelligent Characters (1 Hour)

- * Introduction to non-player characters (NPCs)
- * Creating enemy movement and decision-making logic
- * Basic pathfinding and opponent behavior

AI-Based Procedural Content Generation (1 Hour)

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- * Introduction to procedural content generation
- * Generating random obstacles and game levels
- * Creating varied gameplay using rules and algorithms

AI for Game Testing and Optimization (1 Hour)

- * Generating test cases using AI assistants
- * Identifying and debugging game code errors
- * Testing gameplay mechanics and controls

Final AI Game Development Project (2 Hours)

- * Planning and developing a simple AI-assisted game
- * Creating game assets and scripts with AI support
- * Implementing player controls, scoring, and enemy behavior
- * Testing, debugging, and improving the game
- * Project demonstration and assessment

(Click on Course for more details)

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- Thank You -

N.B: This syllabus is not final and can be customized as per requirements / updates.

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