Mindluster Platform

About the course GameDev Indie game developers

Game development: The act of creating a game; sometimes referred to as â€œgamedev.â€ The game development process typically requires input from one or more game designers, artists, programmers, animators, testers, project managers, etc., though some games have been created by just one or two game developers.

Programming Category's Courses

Course Lesson(152)

Lesson 1 : **Creating Dynamic animations with DOTween for Unity3d**

Lesson 2 :
Unity3d Procedural Generation of Buildings with a custom Unity script and custom inspector

Lesson 3 :
How to Setup Unity for Oculus Quest Development and Pushing Your First Game To the Device

Lesson 4 :
ARKit 3 with AR Foundation in Unity3d Getting MacOS Catalina OS iOS 13 and XCode 11 Betas Setup

Lesson 5 :
ARKit 3 with Unity3d and AR Foundation Adding Plane Detection and A Placement Controller

Lesson 6 :
ARKit 3 with Unity3d AR Foundation and Body Tracking to Generate A Real time Body Skeleton

Lesson 7 : **Indie game development and what I ve been learning by shipping many indie games**

Lesson 8 :
ARKit 3 with Unity3d AR Foundation and Face Tracking to Generate A Real time Face Mesh

Lesson 9 : **Oculus Quest Development Adding an OVR Controller in Unity**

Lesson 10 : **ARKit 3 with Unity3d AR Foundation and Reference Image Library with Image Tracking**

Lesson 11 : **Oculus Quest Unity3d Adding A Character Controller and Prototyping a Scene**

Lesson 12 : **How much money can you make by making great games in the App Store**

Lesson 13 :
AR AMBIENT LIGHT ESTIMATION with AR Foundation and Unity3d Displaying values in the canvas

Lesson 14 : **Game development vs software development What Career path to take**

Lesson 15 : **Oculus Quest Development with Unity3d How To Add Item Pickup Functionality in VR**

Lesson 16 : **How to Disable and Enable AR Plane Detection With Unity3d and AR Foundation**

Lesson 17 : **Vuzix Blade Unboxing and Getting Ready for Vuzix Blade Development with Unity3d**

Lesson 18 :
UNITY3D WITH AR FOUNDATION Adding Placement Objects And Rotating Them Upon Selection

Lesson 19 : **Unity Oculus Development OVR Camera Rig for Stationary VR Experiences**

Lesson 20 : **Unity C Fundamentals Interfaces and why C interfaces are so powerful**

Lesson 21 : **UNITY3D BUILD PIPELINE Creating a build pipeline for asset bundles**

Lesson 22 :
Unity3d Oculus Quest Development Adding A Low Poly Asset for VR Usage from the Asset Store

Lesson 23 : **Unity C Fundamentals Delegates Lambdas and LINQ**

Lesson 24 :
UNITY3D OCULUS DEVELOPMENT Extending OVR Controller By Adding A Jump And Double Speed Run Mechanic

Lesson 25 : **HOW I BECAME A FULL TIME GAME DEVELOPER**

Lesson 26 :
AR Foundation with Unity3d Adding A Bounding Area To Selected AR Placement Objects

Lesson 27 : **Unity3d AR Foundation with Lightweight Render Pipeline Support LWRP**

Lesson 28 : **Unity3d 2019 New Features Released Quick Search And Shortcuts**

Lesson 29 :
Oculus Quest Development Adding A Sci Fi City Pack with Character Controller and Oculus Controller

Lesson 30 : **ARKit 3 with Unity3d AR Foundation LWRP Creating and Placing Procedural Structures**

Lesson 31 : **Should I use a game publisher or should I not use a game publisher for an indie game**

Lesson 32 : **Oculus Quest Development My VR Drawing Prototype With Demo Overview Part 1**

Lesson 33 : **How I implemented procedural level design in my second game Cubiques**

Lesson 34 : **Unity C Fundamentals Logical Expressions and Operators**

Lesson 35 : **How to become part of the Apple Developer Program**

Lesson 36 : **WHERE SHOULD I PUBLISH MY INDIE GAMES Platforms cost and revenue sharing**

Lesson 37 :
Visual Studio Code markdown preview with Unity3d source code and How to setup markdown in VSCode

Lesson 38 : **Unity3d Export and Import of Packages for A New Augmented Reality Project**

Lesson 39 :
Magic Leap unboxing experience and ready to create experiences with Magic Leap and Unity3d

Lesson 40 :
Oculus Start Program How to get into the Oculus Start Program as an Unity3d developer

Lesson 41 :
Unity C Fundamentals Default Values Nullable Types Coalesce and nullable conditional operator

Lesson 42 :
Unity3d VSCode and C 7 Tuples Creating Tuples through Tuple Create and by Projection with Unity

Lesson 43 : **Magic Leap Development Coding Patterns by Using Dependency Injection with Zenject**

Lesson 44 :
How To Be More Productive MY 3 AM SCHEDULE HAS DRASTICALLY IMPROVED MY PRODUCTIVITY

Lesson 45 : **What to do to avoid getting rejected by Apple Reviewers**

Lesson 46 : **Can you make it as a solo indie game developer**

Lesson 47 :
LITHO Input Device For The Real World Device Overview and How to Create a LITHO Unity3d Project

Lesson 48 :
Magic Leap Hand Meshing and Hand Tracking For Generating Super Powers With Both Hands

Lesson 49 :
HOW TO APPLY FOR MAGIC LEAP GRANT Independent creators with ideas for magic leap grant

Lesson 50 : **Indie Game Developers Which version of Unity should you use to create an indie game**

Lesson 51 : **What happens when someone clones your indie game**

Lesson 52 : **How to come up with game ideas for indie game developers**

Lesson 53 : **Magic Leap Hand Meshing in Unity3d With Super Powers Made of Particles**

Lesson 54 :
Magic Leap Development With Unity By Implementing A Controller Grabber And Grabbable Feature

Lesson 55 : **The story about releasing my second indie game Cubiques**

Lesson 56 :
How To Implement Augmented Reality Selection and Hovering With Magic Leap And Unity3d

Lesson 57 : **How my life changed after becoming a game and application developer**

Lesson 58 : **Top 5 Mistakes I made as an indie game developer when starting out**

Lesson 59 : **HOW TO MAKE MONEY as a game developer**

Lesson 60 : **How to promote your indie games with 0 or a very low budget**

Lesson 61 : **Unity3d Virtual Reality and Augmented Reality tips while I work on my new indie game**

Lesson 62 :
5 Powerful tips for game developers or app developers who seek for improvements in their journey

Lesson 63 : **Indie Game Developer How many roles or skills are needed to finish an indie game**

Lesson 64 : **Creating games to fund games for indie game developers**

Lesson 65 : **MAKING MONEY AS A PROGRAMMER Why and how it can impact your business**

Lesson 66 : **CAN YOU MAKE AN INDIE GAME BY YOURSELF**

Lesson 67 : **I THINK I M 99 DONE WITH MY INDIE GAME is it true how can I tell**

Lesson 68 : **Oculus Quest Unboxing and Getting Ready for Oculus Quest Development with Unity3d**

Lesson 69 : **5 Tips To FINISH Your Game Or App**

Lesson 70 :
New Membership Program Invitation In YouTube Code Access Early Access Unreleased Videos

Lesson 71 :
MAGIC LEAP INDEPENDENT CREATORS PROGRAM Sharing my experience of creating a proposal

Lesson 72 : **3 Tips to stay motivated for Indie game developers**

Lesson 73 :
HOW MUCH DO I WORK AS AN INDIE GAME DEVELOPER Experience and recommendations

Lesson 74 :

HOW I GAINED 10K Subscribers in YouTube and 200K Views in 8 9 Months LEARNING LESSONS

Lesson 75 : **Why I recommend not to quit your day job while going through your indie game journey**

Lesson 76 : **3 Tips for finishing an indie game**

Lesson 77 : **How Waking Up At 4 AM Dramatically Increased My Productivity**

Lesson 78 :
YouTube Studio Setup And Equipment I use to create videos for Game Development and Augmented Reality

Lesson 79 :
Magic Leap Development New Unity3d Project Requirements New XR Management Component

Lesson 80 :
How to decide on a game idea I have 2 indie game ideas right now and I tell you my own experience

Lesson 81 : **What to do when feeling lost as an indie game developer**

Lesson 82 : **Patience is the key and why being patient is important**

Lesson 83 :
SHOULD I CREATE LEVELS MANUALLY OR DYNAMICALLY Tips and tricks for generating levels

Lesson 84 : **HOW TO OVERCOME DEPRESSION For indie game developers and any startup founder**

Lesson 85 : **Indie game developers How to release an indie game in Steam and market it**

Lesson 86 : **An Overview Of My GitHub Open Source Repositories Provided To The Community**

Lesson 87 :
Magic Leap Development How to Bring A Component From Oculus Quest To Magic Leap Part 2

Lesson 88 : **HOW TO DREAM BIG AND MAKE IT HAPPEN Indie game developer motivation**

Lesson 89 : **Indie Game Developers When should I form a team**

Lesson 90 : **3 Rules for building and improving habits for indie game developers**

Lesson 91 : **Indie Game Developer waking up early and changing habits**

Lesson 92 : **How to make indie games and stay super motivated**

Lesson 93 : **How to make games and also be a dad of two kids**

Lesson 94 : **Afraid of coding your own indie game**

Lesson 95 : **From a hobby to a business for indie game developers**

Lesson 96 : **Dealing with negativity to improve your overall results as an indie game developer**

Lesson 97 : **Why is simplicity so important for indie game developers**

Lesson 98 :
Magic Leap Development How to Bring A Component From Oculus Quest To Magic Leap Part 1

Lesson 99 : **How to deal with negative feedback for Indie game developers**

Lesson 100 : **My first indie game didn t get many downloads**

Lesson 101 : **WHY JUST SHOWING UP CAN CHANGE YOUR LIFE For indie game developers**

Lesson 102 : **How to get past the feeling of not making progress**

Lesson 103 : **HOW TO OPTIMIZE YOUR TIME Game development process tips and tricks**

Lesson 104 : **How To Get More Work Done Tips And Tricks For Creators**

Lesson 105 : **3 tips to avoid losing focus while working on your indie game**

Lesson 106 : **Why our indie games don t look artistically like we imagined**

Lesson 107 : **HOW TO AVOID PROCRASTINATION For indie game developers or founders**

Lesson 108 :
WHY I THINK ABOUT MAKING INDIE GAMES 24 7 For indie game developers of all levels

Lesson 109 : **Top 5 lessons learned as an indie game developer**

Lesson 110 : **Game Developers AR Developers How To Build Habits Build Consistency And Family**

Lesson 111 : **How to transition from a game prototype to an actual game**

Lesson 112 : **How to become more patient as we work on projects**

Lesson 113 : **Dealing with harsh comments about your work as an indie game developer**

Lesson 114 : **How To Make Sure We Finish Our Projects With Goals**

Lesson 115 : **Using twitter to promote and engage a community for indie game developers**

Lesson 116 : **Should I go with a freemium or premium business model for my indie game**

Lesson 117 : **Indie Game Developers Why having a strategy and a project plan is so important**

Lesson 118 : **HOW TO STAY MOTIVATED TO KEEP CREATING For developers artists and founders**

Lesson 119 : **How to never lose motivation while working on indie games**

Lesson 120 : **How do we actually make time to work in all of our projects**

Lesson 121 : **Why using Fiverr can help you be more efficient**

Lesson 122 : **THE POWER OF LISTENING and Why is listening so important**

Lesson 123 : **Indie Game Developers The satisfaction that comes from releasing an indie game**

Lesson 124 :
How to avoid procrastination when making indie games or literally when working on any project

Lesson 125 : **Why we shouldn t be afraid of failure**

Lesson 126 : **The reality about making decisions as an indie game developer**

Lesson 127 : **The art of doing for indie game developers**

Lesson 128 : **Finding myself as an indie game developer**

Lesson 129 : **Why using LinkedIn can help you in growing as an indie**

Lesson 130 : **HOW TO ADAPT TO CHANGES IN LIFE Indie developer tips and tricks**

Lesson 131 : **How to turn an idea or dream into a product**

Lesson 132 : **Shifting gears from one game to another for indie game developers**

Lesson 133 : **Indie game development motivation while looking back at previous projects**

Lesson 134 : **HOW IMPORTANT IS TO GET NDAs and Contracts signed**

Lesson 135 : **How overcome the fear of releasing an indie game**

Lesson 136 : **How to build a sustainable morning routine**

Lesson 137 : **Making a game that you love to play for indie game developers**

Lesson 138 : **Why we should make games that make us proud**

Lesson 139 :
How to grow a community in social media from experience and from doing it not just theory

Lesson 140 : **Indie Game Developers How to avoid getting burnout**

Lesson 141 : **How do I go about the process of designing levels while making an indie game**

Lesson 142 :
How to incorporate research and development in workloads for individuals small or large companies

Lesson 143 : **Game developer Friday and preparing for a fun and productive weekend**

Lesson 144 : **3 Tips to help you transition from a solo to an indie team**

Lesson 145 :
WHY BUILDING CREDIBILITY is so critical for success Indie or app developers pitching an idea

Lesson 146 : **INDIE GAME DEVELOPERS How to get past a block on innovation**

Lesson 147 : **Why learning something new seems hard and how can we overcome it**

Lesson 148 : **Ideas and why you shouldn t wait for the right idea**

Lesson 149 : **Be and Stay Healthy as an indie game developer with a healthy routine**

Lesson 150 : **Finding time for your projects**

Lesson 151 :
How to improve productivity with a remote or onsite team who focuses in making games or apps

Lesson 152 :
WHY MAKING MISTAKES CAN ACTUALLY BE A GREAT THING For indie game developers and founders

Related courses

React Projects Workshops

Node js back end JavaScript

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