Exam Objectives

Unity Certified Associate Game Developer

1. Working in the Game Industry

1.1. Demonstrate Industry Awareness and Employment Preparedness

1.1.1. Common job titles, current and legacy consumer hardware, production phases, AAA development, indie development, publishers, developers, AI use

1.1.2. Non-Disclosure Agreement (NDA), Copyright, Trademark, Intellectual Property (IP)

1.1.3. Constructive Criticism, collaboration, pair programming

1.2. Identify core game art principles including but not limited to character design principles, model asset optimization, concept art, unified color theory, and environment design.Slice spritesheets for use in a 2D scene including but not limited to using the default Sprite Editor and 9-slicing.

1.2.1. Character design principles, model assets optimization, LOD, color palette, how art affects atmosphere, concept art, unified color theory, environment design (including grayboxing), 2D, 3D, 2.5D, orthographic, isometric, storyboarding, animatics

1.3. Identify core game design principles including but not limited to player perspective, game mechanics, genres, and gameplay loop.Create, modify and utilize Prefabs.

1.3.1. Player perspective (1st person, 3rd person, isometric, top down, etc.), game mechanics, genres, subgenres, types of controls (digital vs analog), gameplay loop

2. Unity Fundamentals

2.1. Demonstrate the ability to use the Unity Hub

2.1.1. Unity Editor installations, project management, license management, and module installation

2.2. Utilize the Editor Interface

2.2.1. Customize the Editor interface, Console window, Hierarchy window, Inspector window, Project window, Scene window, Toolbar, Gizmos, package manager, Rendering Pipelines, Build Profiles, search window, project settings window

2.3. Create and modify GameObjects

2.3.1. Layers, tags, transforms, components, types of built-in GameObjects, parenting objects

2.4. Create Materials and modify Material properties

2.4.1. Universal Render Pipeline: Lit material. Understand the effects of modifying the Surface Options, Surface Inputs, and Detail Inputs

© 2026 Unity Technologies Incorporated. All rights reserved. “Unity” is a trademark or registered trademark of Unity Technologies or its affiliates in the U.S. and elsewhere.

Exam Objectives

Unity Certified Associate Game Developer

2.5. Manage prefabs, ScriptableObjects, scenes, and assets

2.5.1. import settings

2.5.2. File formats, prefabs, nested prefabs, prefab variants, Sprite Editor, Unity Asset Store, slicing/9-slicing, working with scenes

2.6. Create and modify input actions using the Input System

2.6.1. Input action map, input actions, triggering a method with input action

2.7. Identify the appropriate Unity Gaming Service to accomplish a goal

2.7.1. Unity Ads, Unity Build Automation, Unity DevOps Version Control, LiveOps, Multiplayer

3. Essential Unity Systems

3.1. Implement physics in a projectIdentify basic lighting including but not limited to shadows, light settings, and light shapes such as directional, area, spot, and point.

3.1.1. Colliders, Triggers, Raycast, Rigidbodies, Collision Layer Matrix, 2D vs 3D physics

3.2. Identify Navigation and Pathfinding tools and properties

3.2.1. NavMesh agents, NavMesh surface, obstacle avoidance, Max Slope, Bake Settings

3.3. Implement audio settings in a project

3.3.1. Audio effects, audio properties, audio options, reverb zone, audio source, source looping, volume control, audio clips, file types, Audio Listener, Audio Mixers

3.4. Configure animation behaviors using the Animator Controller

3.4.1. States (including Any State and Default State), State parameter types, transitions, transition properties, transition conditions

3.5. Utilize User Interface elements or components

3.5.1. Anchors, Rect Transform, Canvas and UI Components including but not limited to buttons, TextMesh Pro, Slider, Image.

3.5.2. UI Toolkit

© 2026 Unity Technologies Incorporated. All rights reserved. “Unity” is a trademark or registered trademark of Unity Technologies or its affiliates in the U.S. and elsewhere.

Exam Objectives

Unity Certified Associate Game Developer

4. Scene Composition and Rendering

4.1. Utilize Scene building tools

4.1.1. Probuilder, Terrain tools, tilemaps

4.1.2. Terrain settings

4.2. Apply visual effects using particles and post processing

4.2.1. Particle system settings, particle options by their result, emitters, post processing, volume profiles

4.3. Apply lighting in a scene

4.3.1. Global Illumination, Baked GI, Lightmaps, Realtime, Lightmap UV settings, shadow types, Culling Mask, Light Intensity, light types, cookies, light probes, reflection probes, light volumes, reflection volumes

5. Programming in Unity

5.1. Determine the purpose of C# code

5.1.1. Classes, Monobehaviour, MonoBehaviour LifeCycle Events, (Awake, Fixed Update, etc.), Methods, Variables, Public vs Private, Variable Attributes (Serialized Field, Tooltip, Header), Transform, Quaternion, Vector3, Delta Time, GetComponent, and Unity Documentation

5.1.2. Call methods with Input System Action API queries, including but not limited to WasPressedThisFrame(), IsPressed()

5.2. Debug C# code

5.2.1. Error messages, warning messages, debug log, Console, and Console settings

CERTIPORT
A PEARSON VUE BUSINESS

© 2026 Unity Technologies Incorporated. All rights reserved. “Unity” is a trademark or registered trademark of Unity Technologies or its affiliates in the U.S. and elsewhere.