INVENTATEQ
LEARN SKILLS • GET PLACED

MASTER GAME DEVELOPMENT FOR KIDS
COURSE With Placement

Build In-Demand Professional Expertise with Real-Time Hands-on Game Development For Kids Training

BEST RATED ON TOP PLATFORMS

Google Reviews ★★★★★ | Trustpilot ★★★★★ | Sulekha ★★★★★

COURSE BENEFITS

- ✓ 100% Practical & Real-Time Hands-on Labs
- ✓ End-to-End Capstone Implementation Projects
- ✓ Industry Recognized Certification Preparation
- ✓ 100% Dedicated Placement Support in MNC's & Mock Interviews

15+	500+	25K	15K
YEARS OF EXCELLENCE	HIRING PARTNERS	STUDENTS TRAINED	STUDENTS PLACED

Chat on WhatsApp
FREE Career Counselling
+91 85500 00909

YOUR FUTURE
STARTS HERE !

INVENTATEQ
LEARN SKILLS • GET PLACED

ARE YOU FACING THESE CHALLENGES ?

- Still searching for your first job after graduation?
- Worried about the Gap? And don't know how to start your career?
- Stuck in a low-salary job? and seeking for better growth opportunities?
- Fear of switching to an IT career from a non-IT background
- Not getting interview calls despite applying to 100+ jobs?

TOO MUCH THEORY
NO PROJECTS
SKILL GAP
NO GUIDANCE
?

How Inventateq Helps You

Waiting Ends. Careers Begin.
Build job-ready skills. Start applying with confidence.

Turns Gaps into Comebacks
Close skill gaps. Rebuild your career

Break Free. Move Forward
Learn in-demand skills. Take your next career step.

Doubt Out. Confidence In.
Practice real skills. Walk into interviews prepared.

Turn Rejections into Chances
Turn every setback into skills employers value.

Be Smart Learn AI
Learn AI tools. Work smarter. Stay updated

INVENTATEQ
LEARN SKILLS • GET PLACED

ABOUT INVENTATEQ

Inventateq is a leading IT training and placement company committed to transforming learners into Industry ready professionals

Our Mission
To deliver high-quality education, practical slots and career opportunities that empower individuals to achieve their dreams

Our Vision
To be a globally recognised training company known for innovation, quality and impactful learner outcomes.

Why Thousands Choose Inventateq?

15+	500+	25,000+	15,000+
Years of Excellence	Hiring Partners	Students Trained	Students Placed

We Collaborate With

Deloitte. Capgemini amazon HCL Tech Mahindra

INVENTATEQ
LEARN SKILLS • GET PLACED

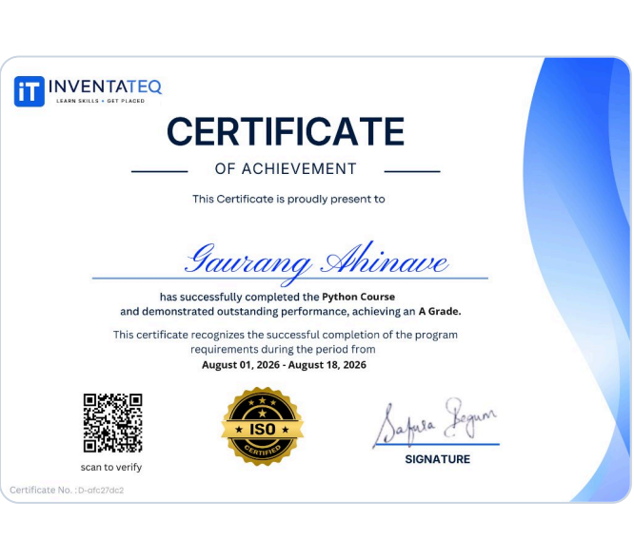
WHY LEARN GAME DEVELOPMENT FOR KIDS ?

Enterprises worldwide are actively hiring certified Game Development For Kids professionals to drive critical business operations, digital transformation, and modernization.

CAREER SCOPE OF GAME DEVELOPMENT FOR KIDS

- **Exponential Industry Demand**
  Rapid enterprise adoption across global IT firms, MNCs, and technology centers
- **Premium Salary Compensation**
  Command competitive compensation packages with rapid growth milestones
- **Cross-Industry Opportunities**
  Versatile skill set applicable across technology, consulting, finance, and core sectors
- **Future-Proof Career Growth**
  Long-term job security supported by ongoing digital modernization and tooling investment
- **Global Certification Pathways**
  Direct alignment with recognized industry certifications to validate your competence
- **Worldwide Job Prospects**
  Open doors to roles in major Indian tech hubs as well as international remote positions

INDUSTRY-RECOGNIZED CERTIFICATION



INVENTATEQ

CERTIFICATE
OF ACHIEVEMENT

This Certificate is proudly present to

Gaurang Ahinave

has successfully completed the Python Course and demonstrated outstanding performance, achieving an A Grade.

This certificate recognizes the successful completion of the program requirements during the period from August 01, 2026 - August 18, 2026

scan to verify

ISO

SIGNATURE

QR Verified · Globally Valid · ISO 9001:2015

Early Technology Foundations. Creative Problem-Solving. Future-Proof Skills.

Average Junior Game Development Graduate Salary in India

₹4.5 LPA – ₹12 LPA

INVENTATEQ
LEARN SKILLS • GET PLACED

WHY INVENTATEQ ?

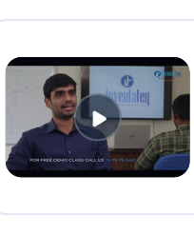
Because we have placed over 15,000+ students and we can place you as well

STUDENT PLACEMENTS

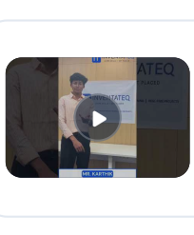
- ✓ 100% Placement Assurance Support
- ✓ 500+ Top Tech Hiring Partners
- ✓ Resume & LinkedIn Optimization
- ✓ Industry Mock Technical Interviews
- ✓ Unlimited Interview Calls Until Placed

COURSE & PLACEMENT VIDEOS

Student Genuine Feedback
Inventateq Reviews & Student Genuine Feed...
Inventateq Bangalore Reviews
Watch Video



Practical Training Success
Web Development Training in Bangalore, UI UX ...
Industry Tech Career
Watch Video



Placement Story
A degree can open doors. But the right skills...
Campus to MNC Offer
Watch Video

Interview Skills & Growth
Free Interview Skills Development Classes for...
Free Student Masterclass
Watch Video

> **At Inventateq, Your Success is Our Mission !**

INVENTATEQ
LEARN SKILLS • GET PLACED

GUARANTEED PLACEMENT SUPPORT

We don't just teach, we prepare you for the real world!

- ✓ Aptitude Training
- ✓ Technical Training
- ✓ Mock Interviews
- ✓ HR Interview Preparation
- ✓ Resume Preparation
- ✓ Cover Letter Preparation
- ✓ LinkedIn Profile Optimisation
- ✓ Job Portal Access
- ✓ Placement Drives & Hiring Events

OUR RECRUITMENT PARTNERS

TATA · Infosys · wipro · Capgemini · Tech Mahindra · LARSEN & TOUBRO · HCL TECH · accenture

OUR PLACEMENT STATS

Our placement record reflects consistent growth, with students securing opportunities across leading companies in diverse industries.

15,000+	500+	95%	6 LPA
Students Placed	Companies Hired	Placement Ratio	Average Package

Check Most Recent Placements

INVENTATEQ
LEARN SKILLS • GET PLACED

CAREER PROGRESSION

Job responsibilities, technical competency and portfolio evidence for each role.

ROLE PATHWAY	TYPICAL RESPONSIBILITIES	PORTFOLIO PROOF
Junior Game Coder	Manage core Video Games tasks, configure tooling, and support delivery.	Practical Video Games setup files, exercise scripts, and documentation.
Creative Game Builder	Build practical Sprite Animation workflows, implement features, and resolve issues.	Functional Sprite Animation modules, workflow configs, and practical deliverables.
Young Game Innovator	Lead Game Development technical delivery, design solutions, and set standards.	Complete Game Development capstone artifacts, technical blueprints, and reports.

INVENTATEQ
LEARN SKILLS • GET PLACED

SKILLS ROADMAP

Progress from core foundations to production-ready enterprise workflows.

MILESTONE	PRACTICAL OUTPUT	REVIEW EVIDENCE
Milestone 1 (Foundations)	Master fundamental Video Games concepts, environment setup, and tools.	Configured Video Games workspace and verified practice exercises.
Milestone 2 (Implementation)	Develop practical Sprite Animation workflows and functional domain modules.	Working Sprite Animation project modules and validated practice outputs.
Milestone 3 (Advanced Workflows)	Implement advanced Obstacles, Enemies features, integrations, and optimizations.	Validated Obstacles, Enemies configurations and technical review outputs.
Milestone 4 (Production Capstone)	Deliver an end-to-end Game Development capstone project and technical review.	Complete Game Development project portfolio artifact and defense.

INVENTATEQ
LEARN SKILLS • GET PLACED

DETAILED MODULE PLAN

7 in-depth modules • 3 Months Duration • Hands-on practical training

1 Module 1: Introduction to Video Games & Game Logic

- What is a video game and how do computers run games?
- Understanding game concepts: Characters (Sprites), Backgrounds (Backdrops), and Game Loops
- Setting up our game creation studio using fun visual block coding (Scratch / MakeCode)
- Learning computer coordinates: Moving sprites using X (left/right) and Y (up/down)

GUIDED LAB
Log in to the system, practice basic navigation, and complete your first a video game and how exercise.

INTERVIEW & ASSESSMENT
Explain what a video game and how is used for and why companies choose it in simple words.

2 Module 2: Sprite Animation & Player Controls

- Designing and coloring your own hero characters and villains
- Animating character walking, running, and jumping using costume frames
- Programming keyboard controls: Moving characters with Arrow Keys and WASD
- Adding speech bubbles, thinking thoughts, and character sound effects

GUIDED LAB
Build a simple decision script that checks user input and repeats actions automatically.

INTERVIEW & ASSESSMENT
Explain when to use loops versus if-else conditions in simple words.

3 Module 3: Physics, Jumping & Gravity

- Making characters jump smoothly and fall back to the ground using simple gravity code
- Creating moving platforms and floating islands for characters to jump on
- Boundary checking: Preventing characters from walking off the game screen
- Adding friction and speed boosts to make running feel realistic

GUIDED LAB
Build a simple decision script that checks user input and repeats actions automatically.

INTERVIEW & ASSESSMENT
Explain when to use loops versus if-else conditions in simple words.

4 Module 4: Obstacles, Enemies & Collision Detection

- Understanding Collisions: What happens when two sprites touch?
- Creating moving hazards: Rolling boulders, flying arrows, and lava pits
- Programming simple enemy patrol movements (walking back and forth)
- Setting up lives and health hearts (losing a life when touching an enemy)

GUIDED LAB
Build a simple decision script that checks user input and repeats actions automatically.

INTERVIEW & ASSESSMENT
Explain when to use loops versus if-else conditions in simple words.

5 Module 5: Scoring, Collectibles & Timers

- Creating game collectibles: Shiny coins, power-up stars, and health potions
- Adding a Scoreboard variable that counts coins collected
- Adding a Countdown Timer to create exciting beat-the-clock game challenges
- Playing celebratory victory sound effects when picking up rewards

GUIDED LAB
Write a basic program to store user information, do simple math, and print the output.

INTERVIEW & ASSESSMENT
Explain the difference between text, numbers, and lists with simple everyday examples.

6 Module 6: Game Over, Victory Screens & Sound Tracks

- Creating dynamic game states: Start Menu, Playing, Game Over, and You Win screens
- Adding background music loops that match the game mood
- Adding replay buttons so players can restart the game instantly
- Testing games with friends to find bugs and adjust difficulty

GUIDED LAB
Build a simple decision script that checks user input and repeats actions automatically.

INTERVIEW & ASSESSMENT
Explain when to use loops versus if-else conditions in simple words.

7 Module 7: Multi-Level Game Publishing

- Creating multi-level games: Level 1 (Grassland), Level 2 (Cave), and Level 3 (Boss Battle)
- Teleporting players to the next stage when reaching the finish portal
- Saving and exporting your game to share with classmates, friends, and family
- Hands-on Practical Projects:
- Coin Catcher Arcade Game: Program an interactive bowl that moves across the bottom of the screen catching falling stars while dodging falling rocks.
- Maze Runner Adventure: Design a colorful maze where the player must navigate a character through tricky walls to find the hidden treasure key.
- Jumping Platformer Hero: Build an arcade platforming level where your hero jumps over spikes, bounces on trampolines, and collects coins to unlock the exit door.
- Space Alien Defender: Create an action-packed space shooter game where your spaceship shoots laser beams at falling alien spaceships to defend the planet.

GUIDED LAB
Build a simple decision script that checks user input and repeats actions automatically.

INTERVIEW & ASSESSMENT
Explain when to use loops versus if-else conditions in simple words.

INVENTATEQ
LEARN SKILLS • GET PLACED

REAL-WORLD PORTFOLIO PROJECTS

Practical industry scenarios, tools applied, and demonstrable project outcomes.

Project 1: Video Games Game Setup & Architecture

What it is: Set up the core Video Games Game environment and configure essential business settings.

What you do: Initialize base configurations, create clean templates, and verify workflow controls.

Tools used: Game Development For Kids, Video Games Game, video game do

Project outcome: Working project foundation configured and tested according to best practices.

Project 2: Sprite Animation Player Feature Implementation

What it is: Build practical Sprite Animation Player modules to handle everyday business operations.

What you do: Create core functional components, validate input data, and prevent common errors.

Tools used: Game Development For Kids, Sprite Animation Player, Designing coloring your

Project outcome: Functional business module ready to run and demo with zero manual errors.

Project 3: Obstacles Enemies Collisi System

What it is: Connect Obstacles Enemies Collision with Collisions happens when to automate data and team workflows.

What you do: Set up automated pipelines, link required services, and run end-to-end tests.

Tools used: Game Development For Kids, Obstacles Enemies Collision

Project outcome: Live automated workflow pipeline documented with clear usage guides.

Project 4: Game Development For Kids End-to-End Capstone

What it is: Build a complete, production-ready Game Development For Kids project bringing all skills together.

What you do: Design, code, test, and document a full project workflow from scratch to launch.

Tools used: Game Development For Kids, Game Over Victory, Creating dynamic game

Project outcome: Verified capstone project ready to showcase on your resume and interview calls.

INVENTATEQ
LEARN SKILLS • GET PLACED

ASSESSMENT FRAMEWORK

Module tests, practical evaluations, capstone and completion criteria.

COMPONENT	ASSESSMENT FOCUS	PASS EVIDENCE
Module Knowledge Quizzes	Core Video Games principles, industry terminology, and workflow concepts	Consistent passing score across syllabus unit evaluation tests
Lab Submissions & Practice Reviews	Hands-on Sprite Animation implementation, configuration, and practical exercises	Working lab deliverables satisfying practical evaluation rubrics
Hands-On Mini Projects	Independent problem-solving using intermediate Obstacles Enemies techniques	Functional project artifacts addressing realistic domain scenarios
Final Production Capstone	End-to-end Game Development implementation, quality review, and delivery	Complete capstone submission with technical walkthrough review
Technical Mock Viva	Technical reasoning, troubleshooting approaches, and communication	Successfully defending project decisions in structured mock panels

INVENTATEQ
LEARN SKILLS • GET PLACED

RESUME, GITHUB & LINKEDIN

Evidence-based resume writing and professional project presentation.

- Creative project gallery of interactive Game Development games, mini-apps, and animations.
- Detailed Video Games diagrams, component specifications, and end-to-end workflows.
- Visual project sheets, live demonstration walkthroughs, and verified functional outputs.
- Project documentation covering Sprite Animation setup, configuration steps, and test notes.
- Direct resume bullet points highlighting hands-on Game Development tools and technical outcomes.
- Structured practice for technical interview pitches, walkthroughs, and viva defense.

INVENTATEQ
LEARN SKILLS • GET PLACED

OUR STUDENT

Meet the learners who turned their goals into successful careers through dedication, skill, and continuous growth.

READ REVIEWS

MS. SNEHA
Placed at Wipro (9.5 LPA)

"The practical lab sessions gave me the confidence to transition into enterprise roles. Working on real-world datasets helped me clear technical interviews effortlessly!"
Course Completed : **Game Development For Kids Specialist** G ★★★★★

MR. HARSHIT
Placed at Accenture (11.2 LPA)

"Inventateq's focus on industry capstone projects and mock interviews was game-changing. The mentors guided me through every real-world implementation hurdle."
Course Completed : **Game Development For Kids Specialist** G ★★★★★

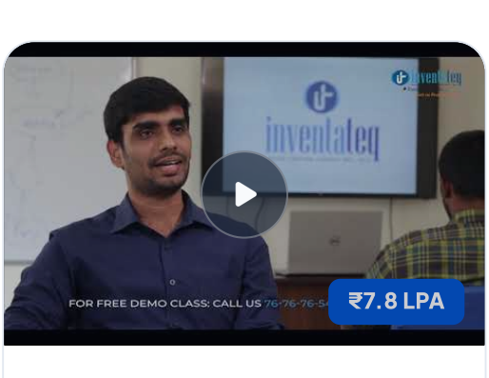
MR. KARTHIK
Placed at Capgemini (10.5 LPA)

"Moving from beginner theory to hands-on enterprise tools was seamless. The portfolio defense preparation helped me crack my MNC placement round!"
Course Completed : **Game Development For Kids Specialist** G ★★★★★

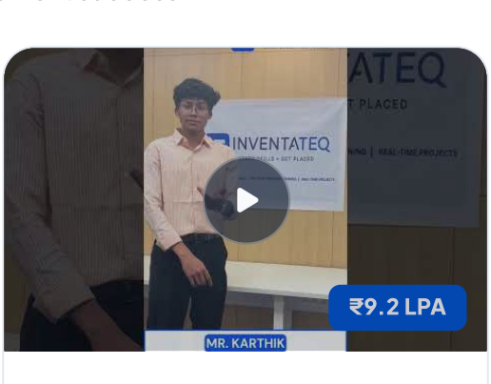
WATCH VIDEOS

Watch real stories from our students as they talk about their journey, growth, and placement success.

Inventateq Reviews & Student Genuine Feedback Bangalore
Course Video 1 • Student Feedback
Watch Story


FOR FREE DEMO CLASS: CALL US
₹7.8 LPA

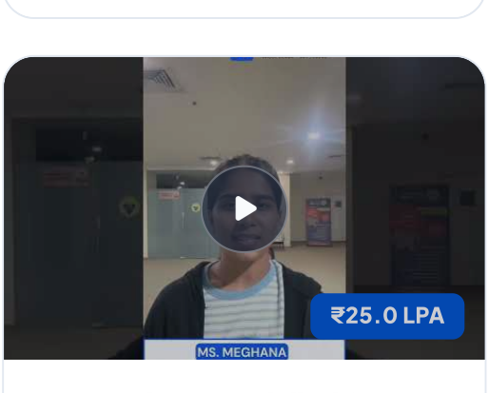
Web Development Training in Bangalore, UI UX Design Courses with Job Support
Course Video 2 • Student Feedback
Watch Story



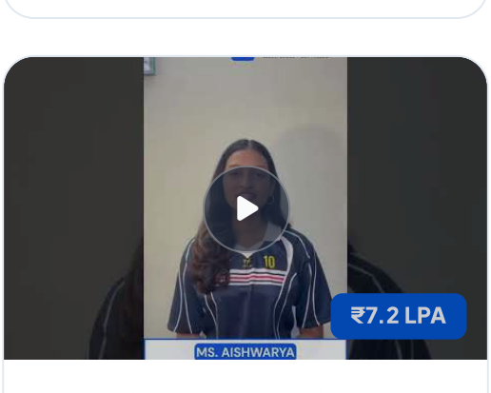
A degree can open doors. But the right skills can take you further | Inventateq Placement Story
Course Video 3 • Student Feedback
Watch Story

Classes @ INVENTATEQ.COM
₹6.8 LPA

Free Interview Skills Development Classes for Freshers & College Students
Course Video 4 • Student Feedback
Watch Story



Ms. Meghana Upskilled & Placed at 25 LPA
Top Offer • Enterprise Consultant
Watch Story



Ms. Aishwarya Placed for 7.2 LPA Package
Verified Offer • Software Dev
Watch Story

INVENTATEQ
LEARN SKILLS • GET PLACED

CONTACT US

JOB HUNTING ENDS HERE
Start your career with **Game Development For Kids** course that gets your **Dream Job!**

ADMISSIONS & COUNSELLING
+91 85500 00909
Call Now | WhatsApp

CAREER & PLACEMENT DESK
+91 78993 32878
Call Now | WhatsApp

OFFICIAL PORTAL
www.inventateq.com

EMAIL US
info@inventateq.com

LEARNING MODES
Classroom & Online