

Department of CSE - Data Science, Arificial Intelligence & Machine Learning Email-id: csmd.avev@gmail.com



One week workshop

on

"Game Design using Unity 3D with C#" through APSSDC



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Game Design using Unity 3D with C# for the students of the CSE(DS, AI&ML)

Avanthi Institute of Engineering & Technology Cherukupally, Vizianagaram.

Start Date:	21-11-2022
End Date:	26-11-2022
Duration:	36 Hours
Timings:	09:30AM - 04:00PM
Mode of Traning:	
Registration Fee:	300/- per student

Trainer Details

Mr. Satish Kumar C Smt. Revathi Devi Y

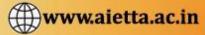
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College Contact Person Details for Communication:

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Faculty Coordinators

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Trainee Details

Trainer 1: Smt. Revathi Devi Yalamanchili

Technical Skill Trainer in APSSDC.

Trainer 2: Mr. Satish Kumar C

Trainer cum Developer in APSSDC.



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Content:

Day Wise	Topics
	Introduction On Gaming and Unity3D software
Day 1	Installation(on Windows)
	Creating Project(2D/3D)template
	Explaining difference between 2D and 3D
	Unity3D Editor Quick Reference(Brief)
	Interface Overview, The Scene View, The Game View, The Hierarchy Window, The Project Window, The Inspector Window, Game Objects and Components, Lights, Materials, Modelsand Materials, The Standard Shader
	Installation of visual studio(on Windows)/ Monodevelop
	Creating and Using Scripts
Day 2	Controlling GameObjects using components
	Variables in Unity 3D , Numbers in Unity 3D
	Conditionals in Unity 3D
	Array and Loops in Unity 3D, Functions and Methods in Unity 3D
	Creating and Destroying GameObjects
Day 3	Creating 2D platform game: Background Insertion and Colliders Explaination
	Platform Insertion and its properties
	Character Placing, Creating Movement Script for Player and Camera movement in X-direction
	Adding Animations to Player
	Enemy creation, Destroying Player Using Enemy
Day 4	Add Coins and writing script for coins
	Displaying Score and Adding healthbar
	Destorying Enemy Using Player i.e., Adding Bullets
	UI and Adding Audio
	Building the Game in WebGL/Windows
Day 5	Creating 3D game template: Overview of 3D game, Setting up the Game: Platform insertionAnd Platform Movement
	Character Placing and Set up the Camera
	Moving the Player by using Script and Animations
	Background Insertion and Enemy Creation, Destroying Player Using Enemy
	Creating 3D game template: Overview of 3D game, Setting up the Game: Platform insertionAnd Platform Movement
Day 6	Collecting Gems and Scoring : Creating Collectable Objects, Collecting the Pick UpObjects, Displaying the Score and Text
	Adding Sounds and UI
	Building the Game in Windows



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