



AVANTHI INSTITUTE OF ENGINEERING & TECHNOLOGY

**Department of
CSE - Data Science, Artificial 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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 **AVANTHI** 
INSTITUTE OF ENGINEERING & TECHNOLOGY

**APSSDC Jointly Organizing
One week workshop
on
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 Training: Offline
Registration Fee: 300/- per student

Trainer Details

Mr. Satish Kumar C	80199 75646
Smt. Revathi Devi Y	91215 19216

College Contact Person Details for Communication:
Mrs. P Srilakshmi csmd.avev@gmail.com 9652698303

Faculty Coordinators

Mr. G Dharma Raju	dharmaa.surya@gmail.com	8639246167
Mrs. Sangita Mishra	sangita.mishra451@gmail.com	8984257443

 www.aietta.ac.in



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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
Day 1	Introduction On Gaming and Unity3D software
	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, Models and Materials, The Standard Shader
Day 2	Installation of visual studio(on Windows)/ Monodevelop
	Creating and Using Scripts
	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
Day 3	Creating and Destroying GameObjects
	Creating 2D platform game: Background Insertion and Colliders Explanation
	Platform Insertion and its properties
	Character Placing, Creating Movement Script for Player and Camera movement in X-direction
	Adding Animations to Player
Day 4	Enemy creation, Destroying Player Using Enemy
	Add Coins and writing script for coins
	Displaying Score and Adding healthbar
	Destorying Enemy Using Player i.e., Adding Bullets
	UI and Adding Audio
Day 5	Building the Game in WebGL/Windows
	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
Day 6	Creating 3D game template: Overview of 3D game, Setting up the Game: Platform insertionAnd Platform Movement
	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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