



Game Programming

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TYCS-713

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Subject : Game Programming Practicals

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1	20/08/2020	Develop a 2D-UFO Game in Unity Game Engine	1-4	
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3	10/09/2020	Buffers, Shaders and HLSL (Draw a triangle/rectangle using Direct3D 11).	8-10	
4	01/10/2020	Texturing (Texture the Triangle using Direct 3D 11)	11-13	
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7	15/10/2020	Loading models into DirectX 11 and rendering.	20-25	
8	29/10/2020	Develop a 3D-Space-Shooter Game in Unity Game Engine	26-35	
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