



GAME DEVELOPMENT

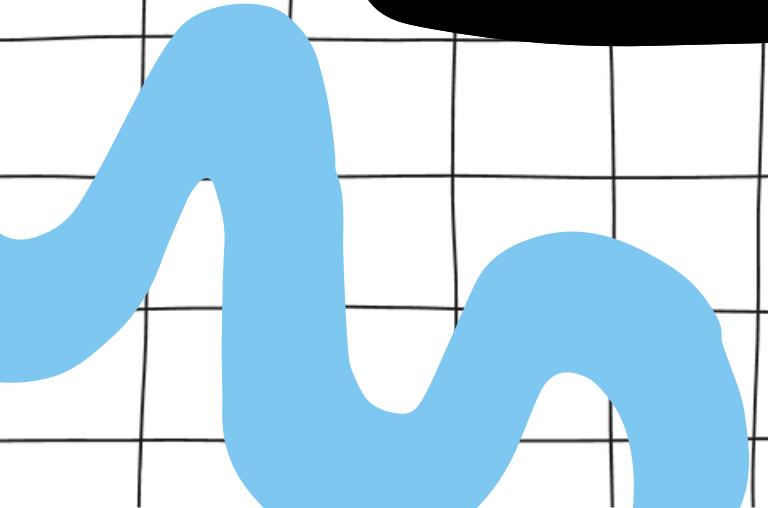
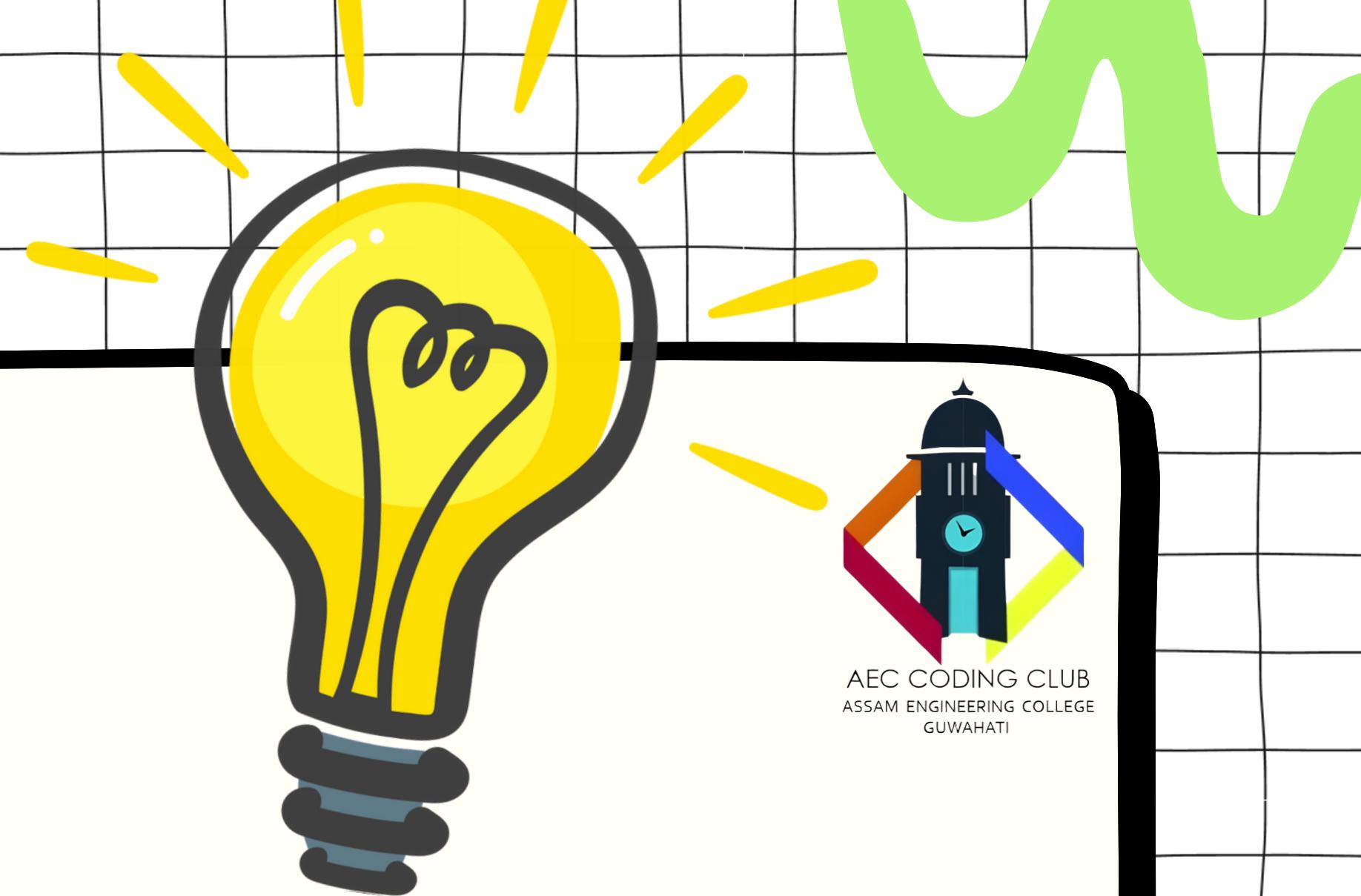
°°° INTRO TO GAME DEV

Game Development Using Unity

Date: 31st March, 2024

Time: 06:00 PM

- Pingal Pratyush Dutta



Introduction

Game development – creating video games
(from conception to distribution)

Integrates – programming, design, art, audio,
and production

Game Development can be undertaken by a
large Game Development Studio or by a
single individual

Single Developer Games



Creator - Toby Fox



Creator- Markus "Notch" Persson

Indepenet Small Studio Games



Studio - SuperGiant Games



Studio- Unknown Worlds Entertainment

AAA Games by Major publishers



Studio - CD Projekt Red

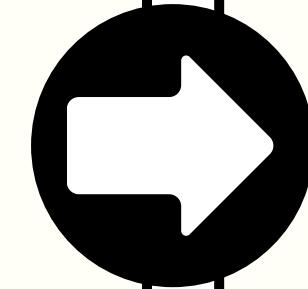


Studio - Rockstar Games

Overview of Game Development Process

OVERALL

- Marketing
- Development
- Customer Support



Development & Testing

Concept & Planning

Art & Sound Design

Release & Post release support

Prototyping & Iteration

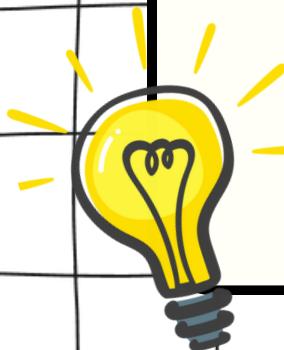
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Basics of Game Design

Learn some basic game design principles

- One core game mechanic or Loop
- Easy to Understand
- Player Engagement
- Feedback and Reward
- Progression and Pacing
- Accessibility & Balance
- UI & UX

Decide what to make



Develop an interesting game concept

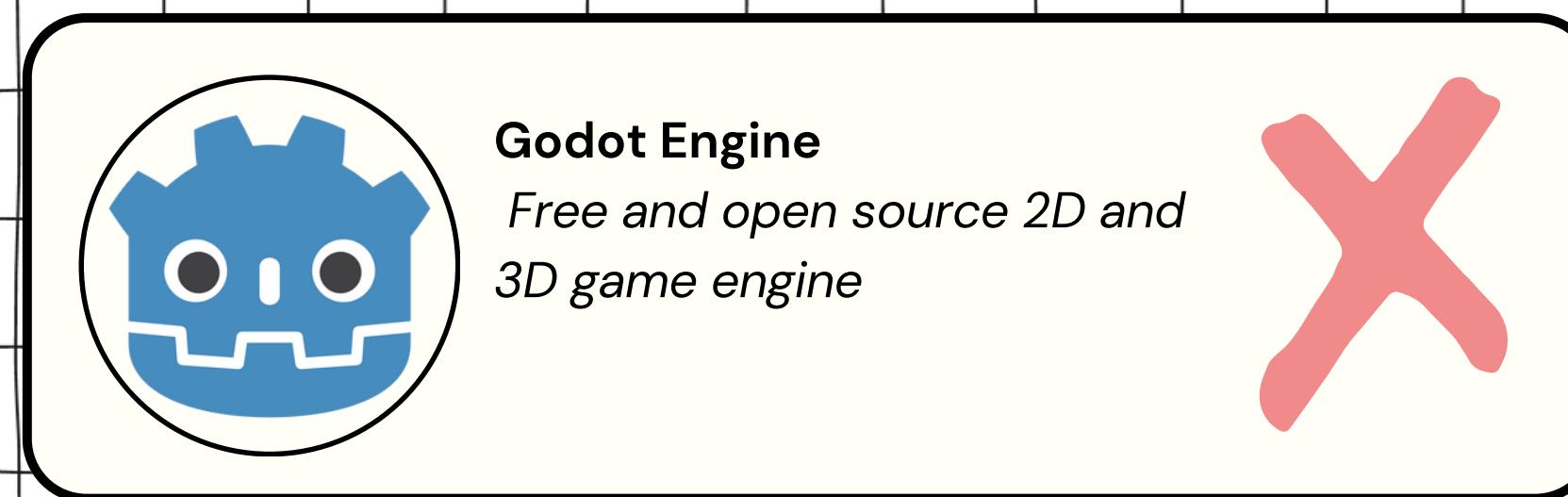
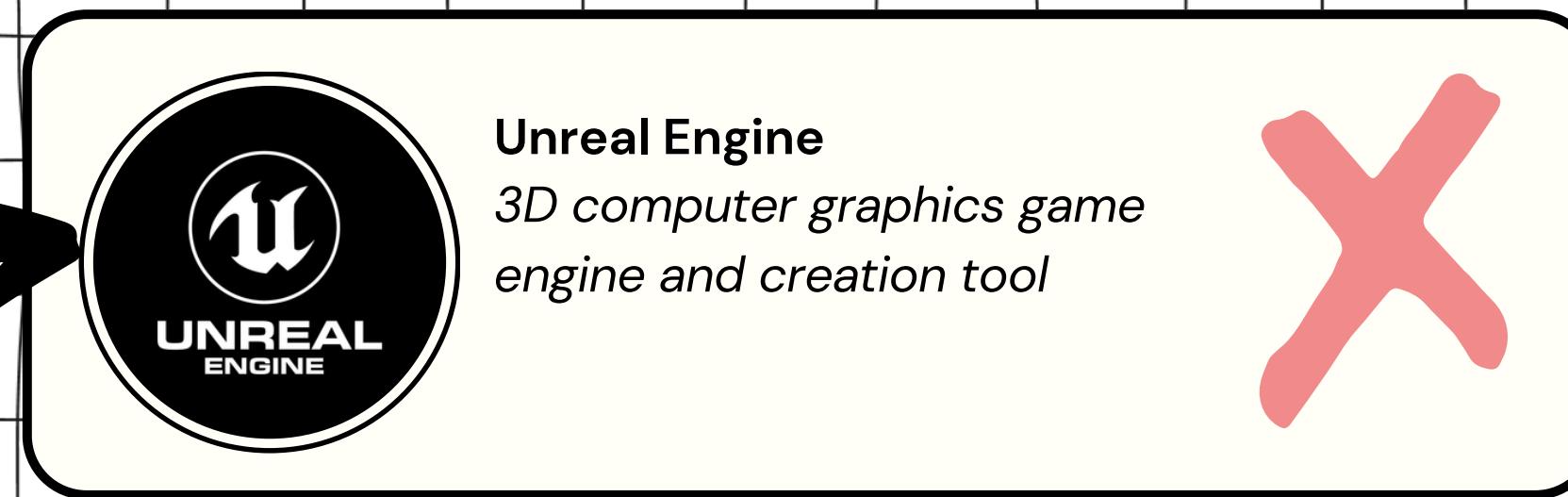
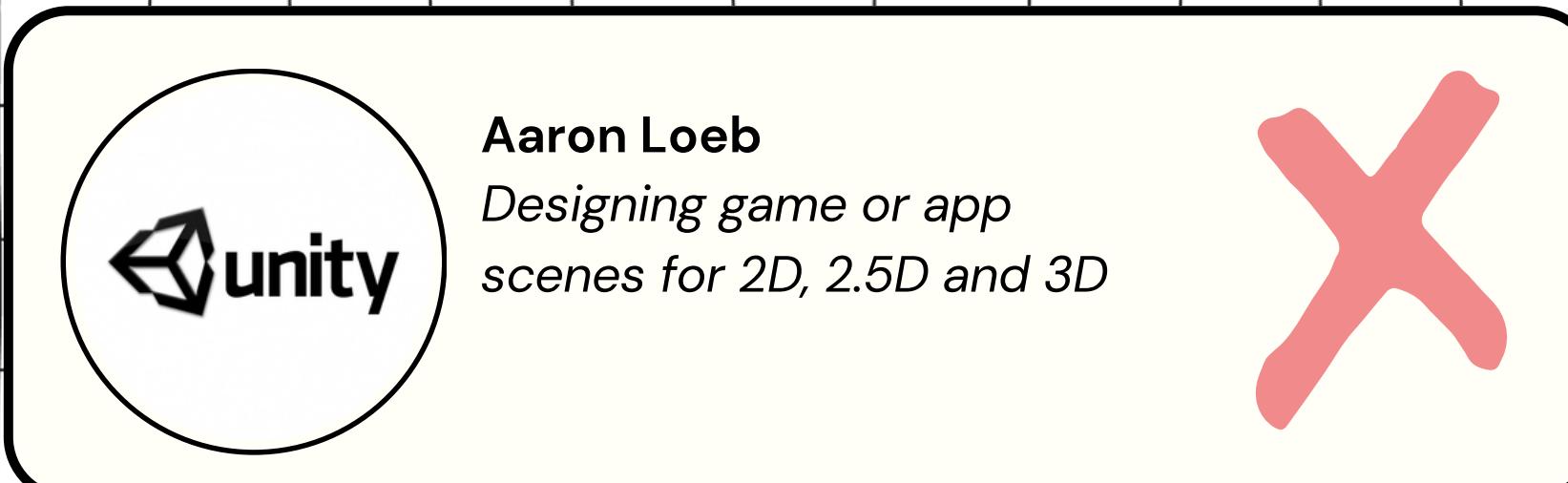
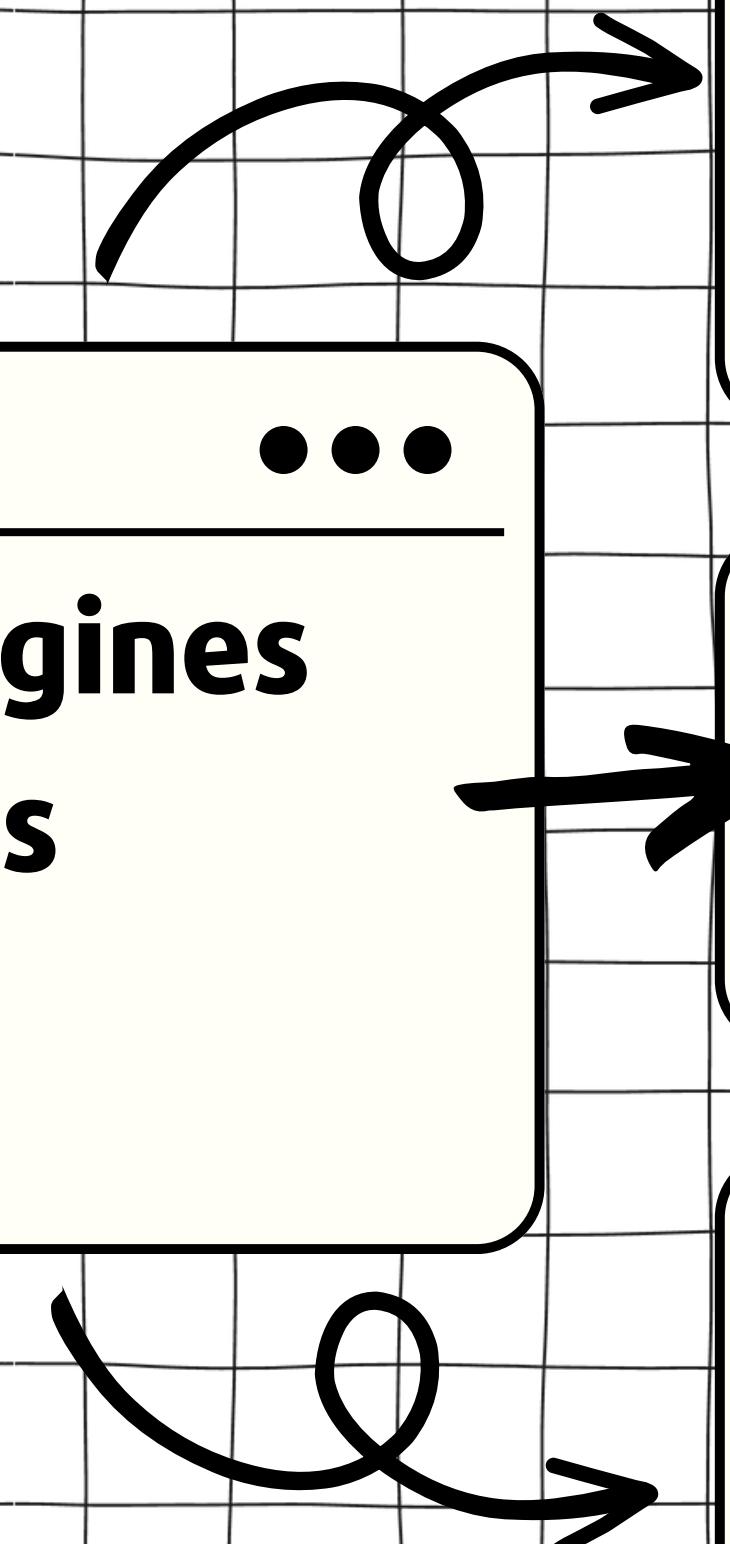
Create a GDD
(Game Design Document)

Determine software and skills you need

Start building your first game!

Game Engines and Tools

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Programming and Scripting

Learning the basics and logics

IDE

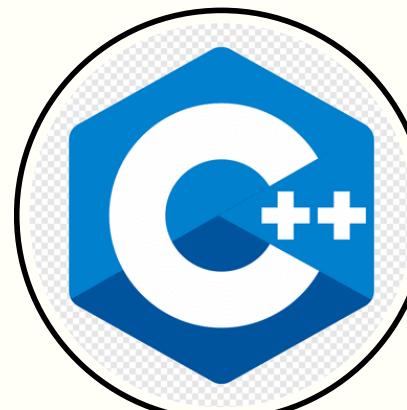


Visual Studio



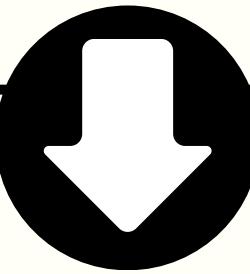
Visual Studio Code

Languages

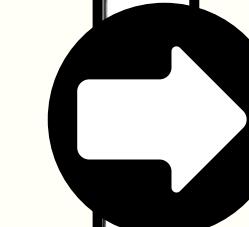


and more...

Art and Design in Games

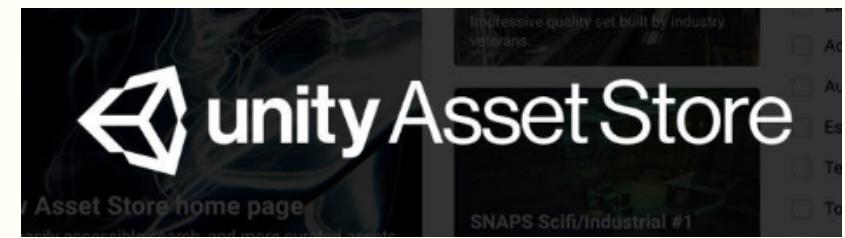


Sound and Music in Games



Asset Stores

Creating Assets



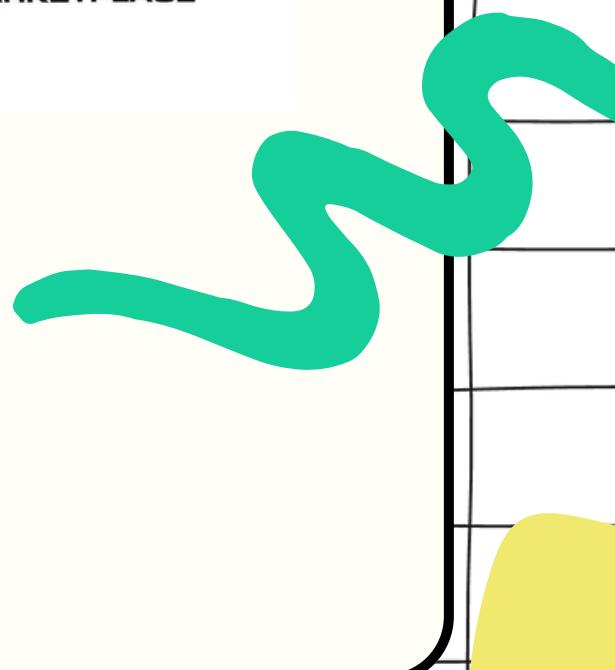
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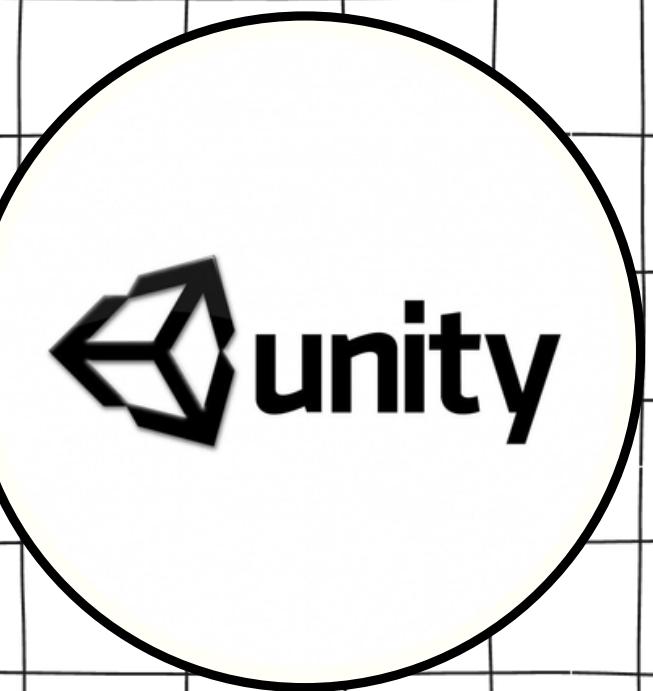
and more...



UNREAL
MARKETPLACE



Game Development Using Unity



How to install & setup Unity

<https://www.youtube.com/watch?v=ewiw2tcfen8>

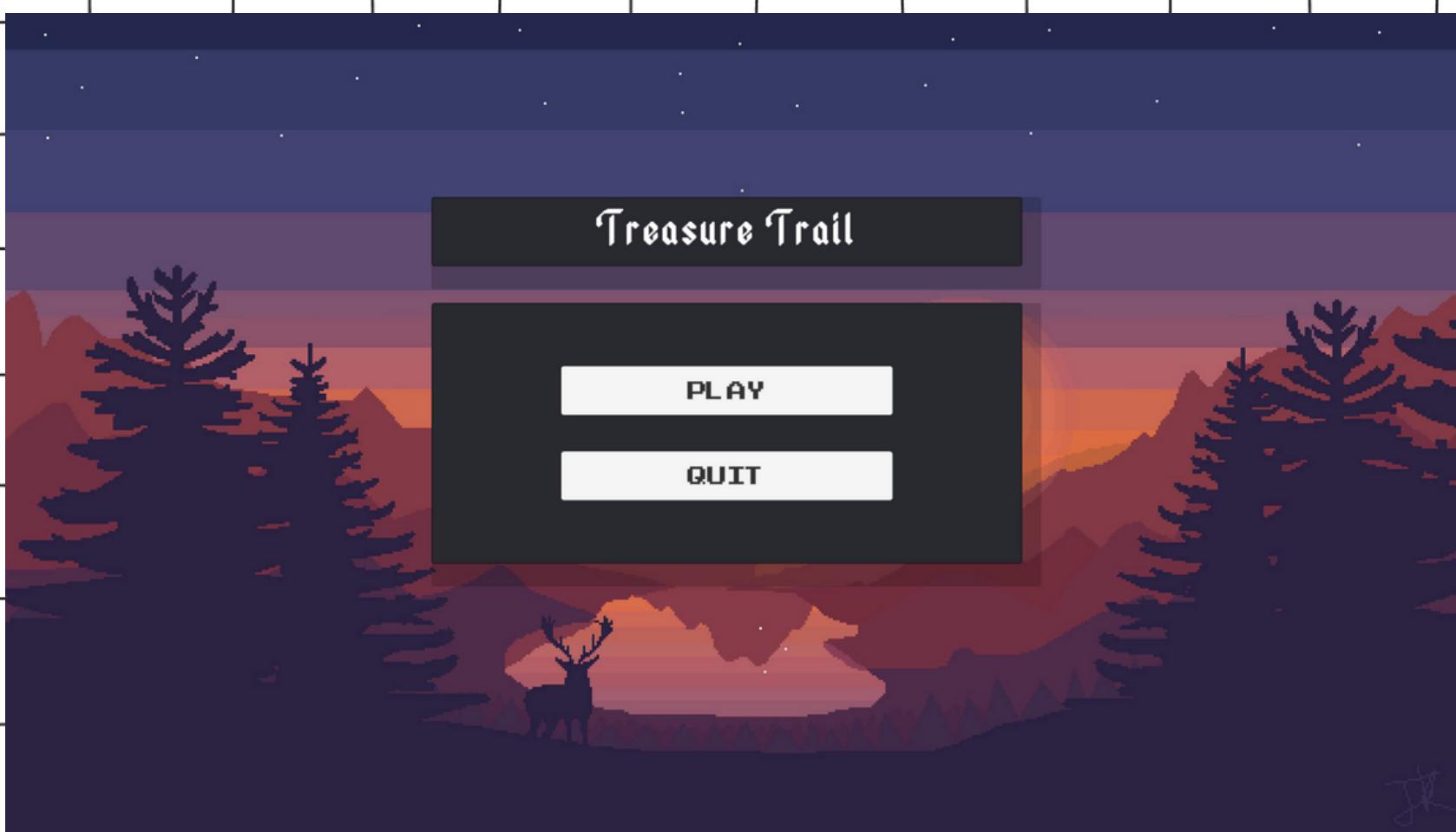
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Videos you can check out

<https://www.youtube.com/watch?v=vFjXKOXdgGo&t=500s>

<https://www.youtube.com/watch?v=XtQMytORBmM>

Simple 2D side scroller



Unity Hub

Unity Hub 3.7.0

PD 

Projects   NAME CLOUD MODIFIED EDITOR VERSION

New project  Search...

Add

Side Scroller
D:\Unity Projects\Side Scroller CONNECTED a few seconds ago 2021.3.24f1 ...

Driving Game
D:\Unity Projects\Driving Game NOT CONNECTED a day ago 2021.3.24f1 ...

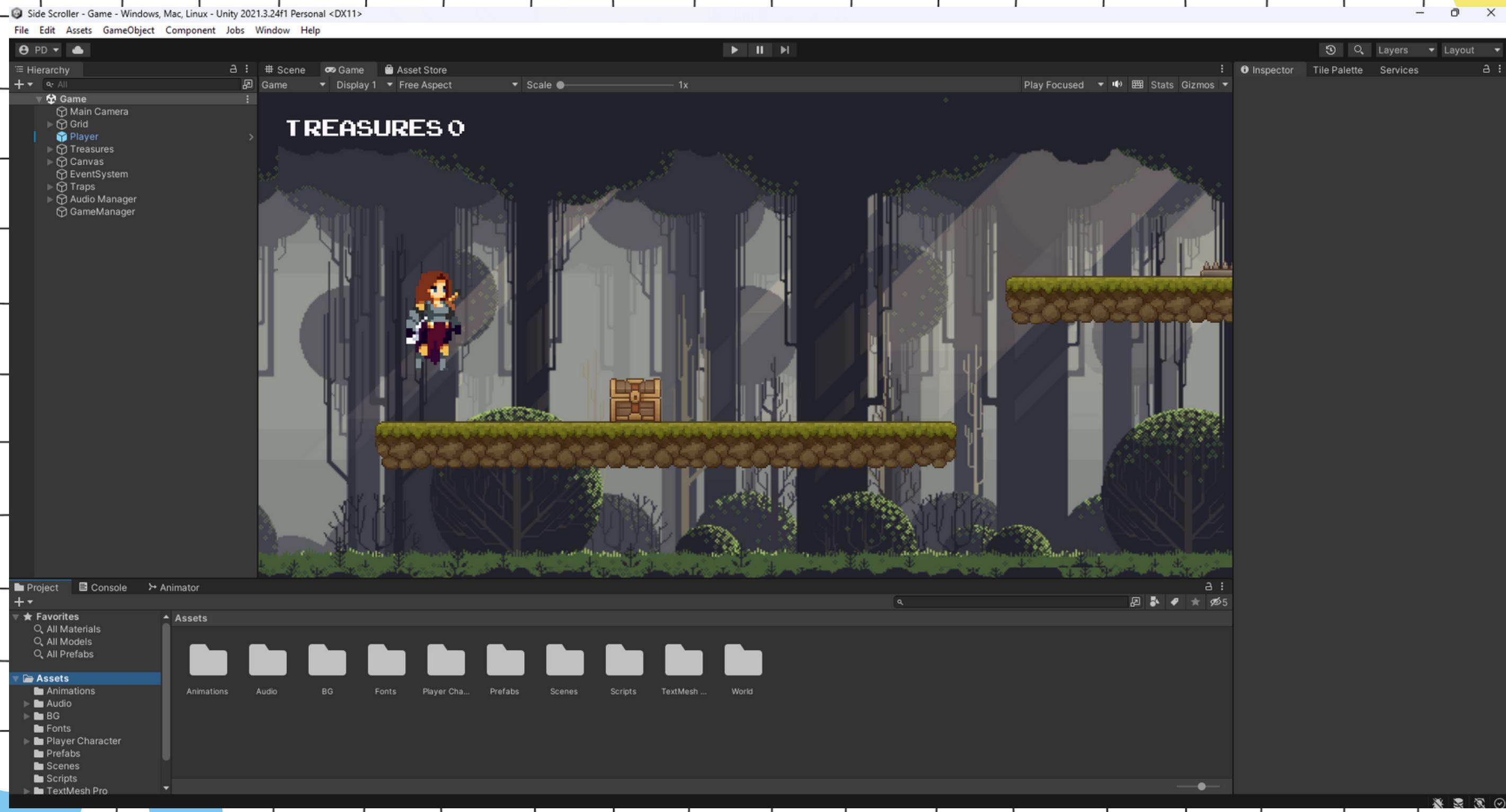
Truck Simulation
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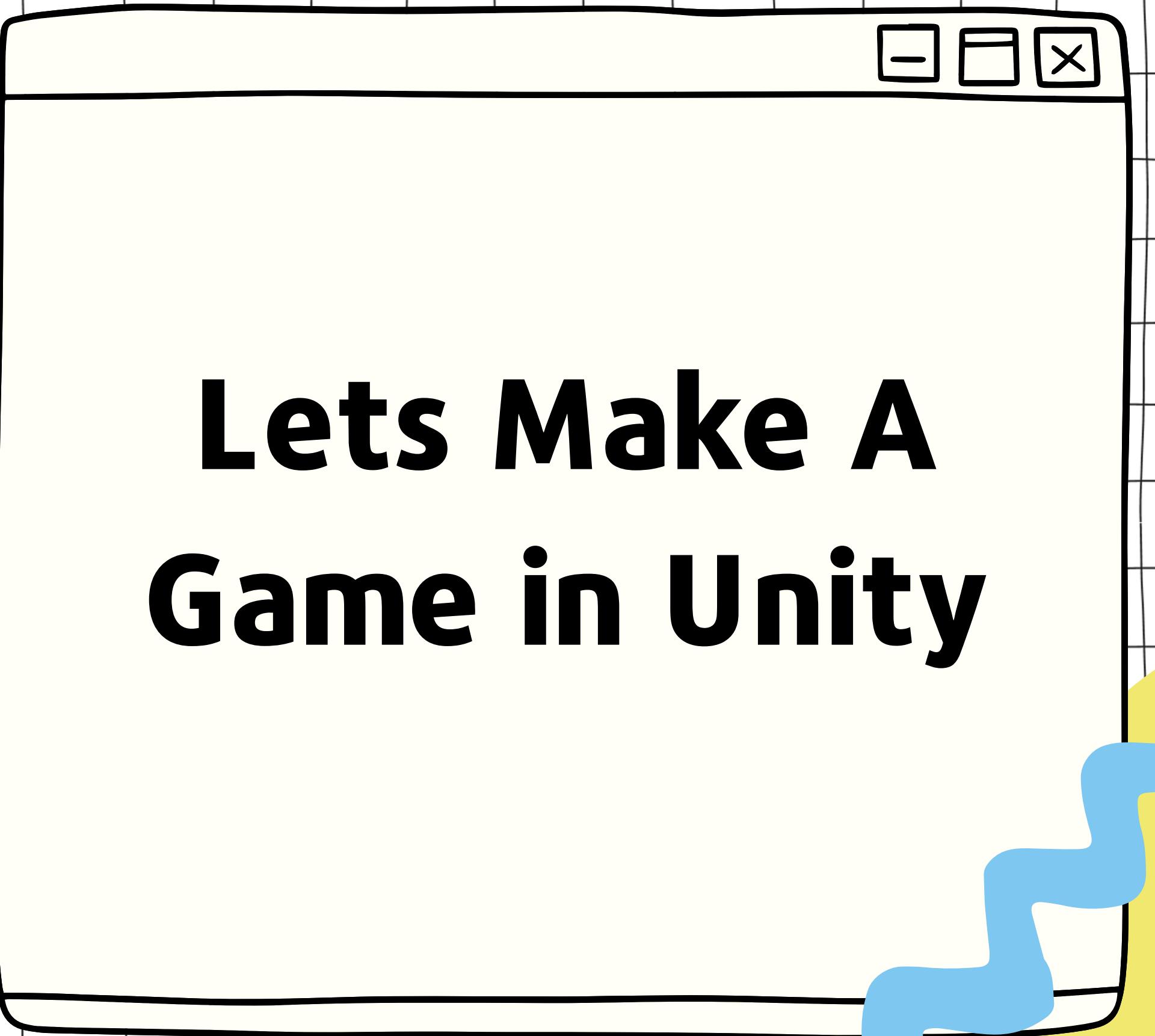
Static Elements
D:\Unity Projects\Static Elements NOT CONNECTED a month ago 2021.3.24f1 ...

My project
D:\Unity Projects\My project NOT CONNECTED a month ago 2021.3.24f1 ...

Downloads

Unity Interface



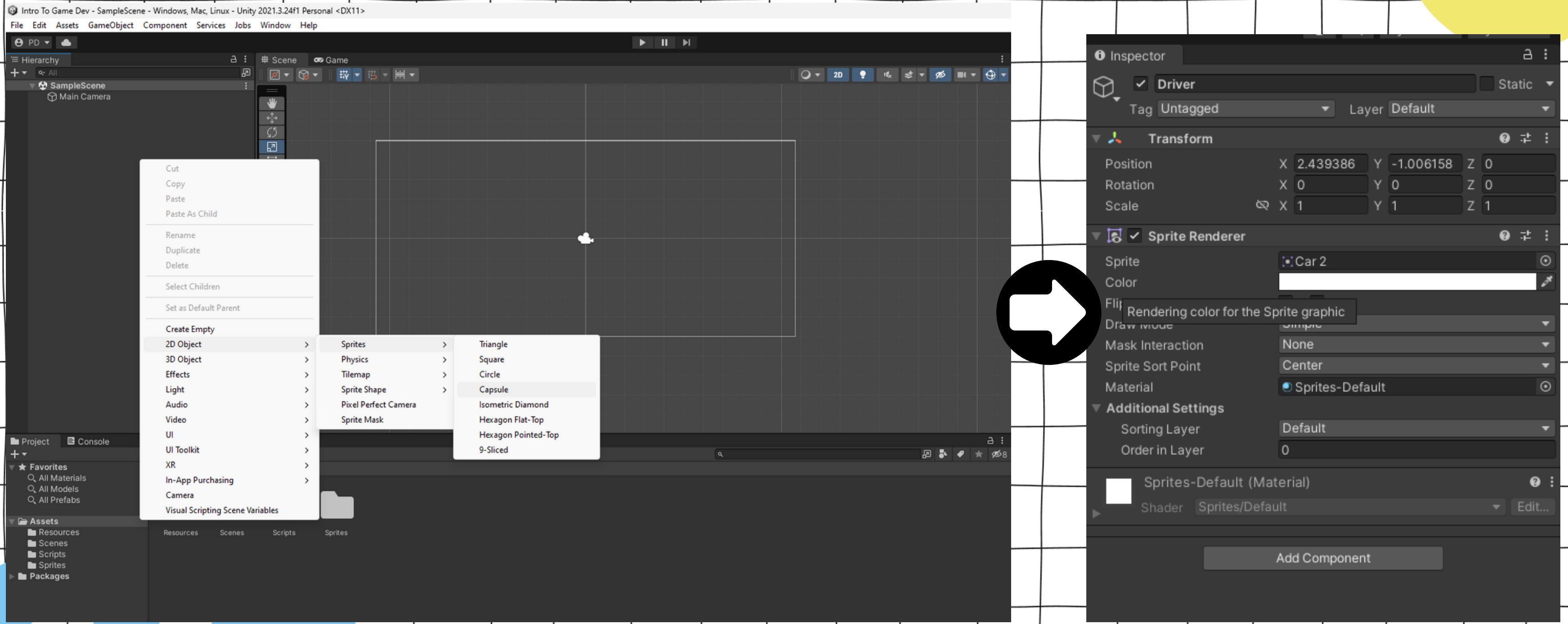


**Lets Make A
Game in Unity**

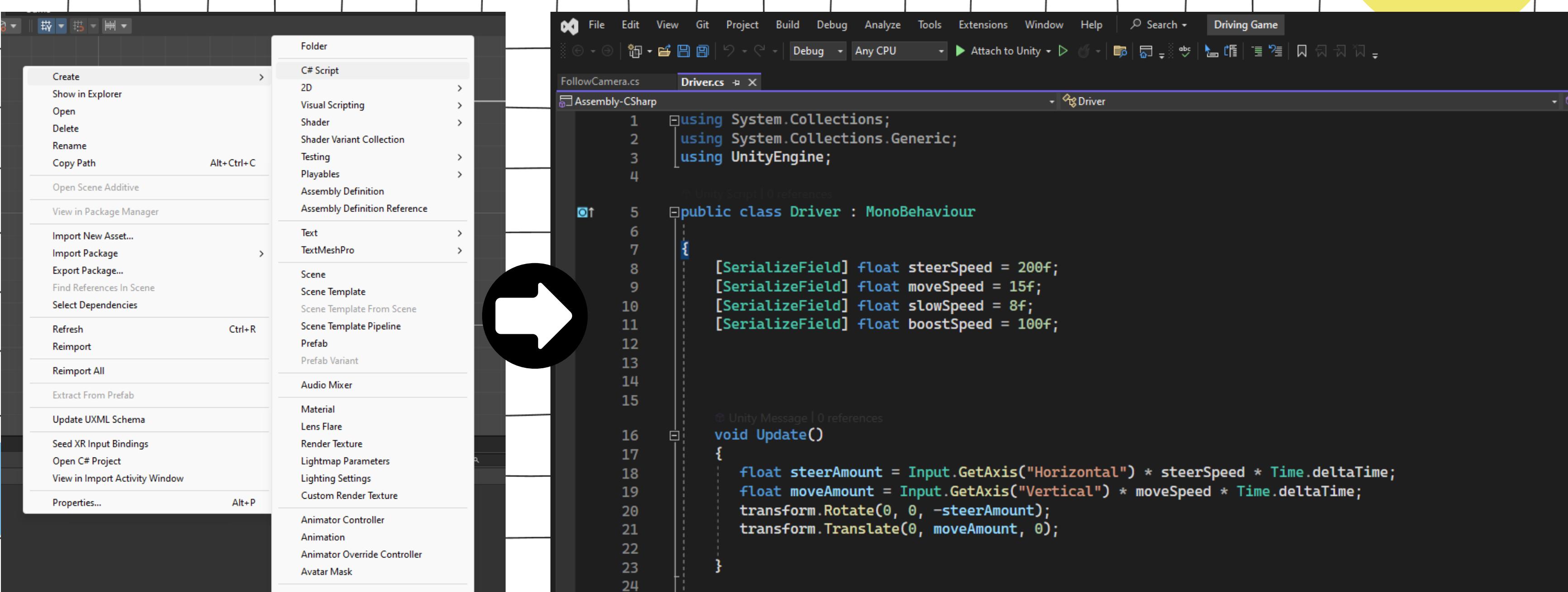
Lets Make a Simple Car Game



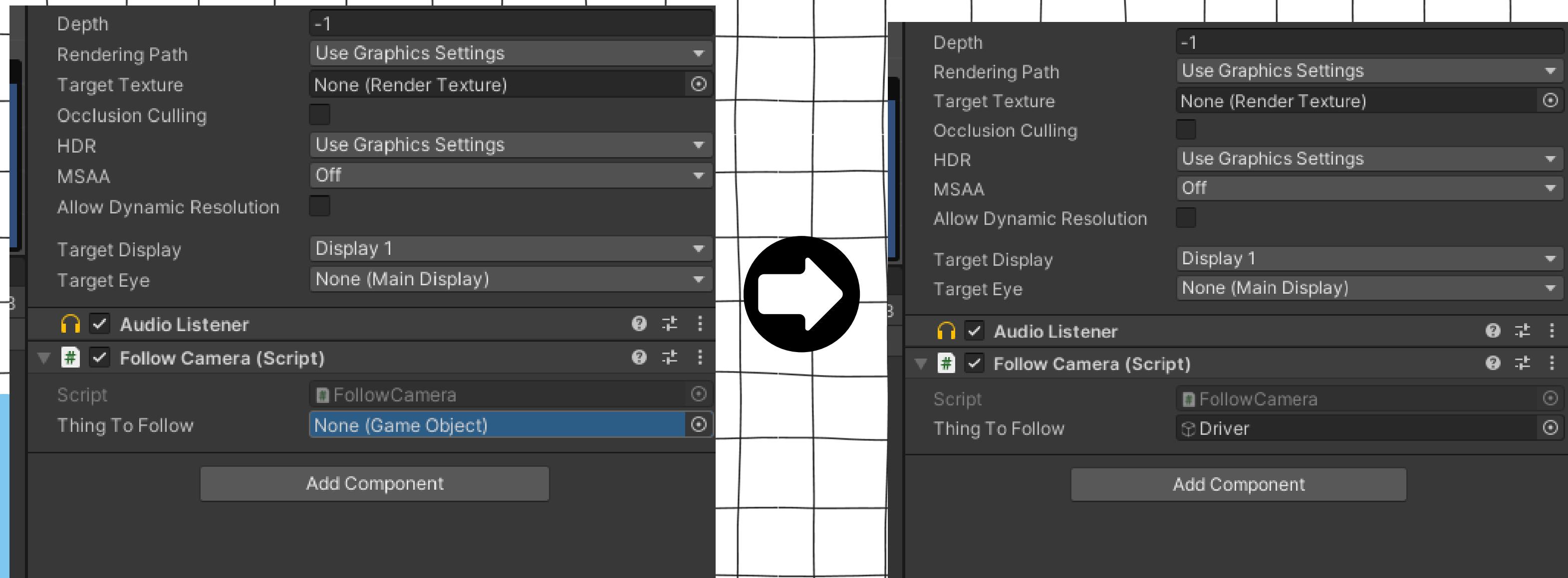
Making a Controllable Game Object



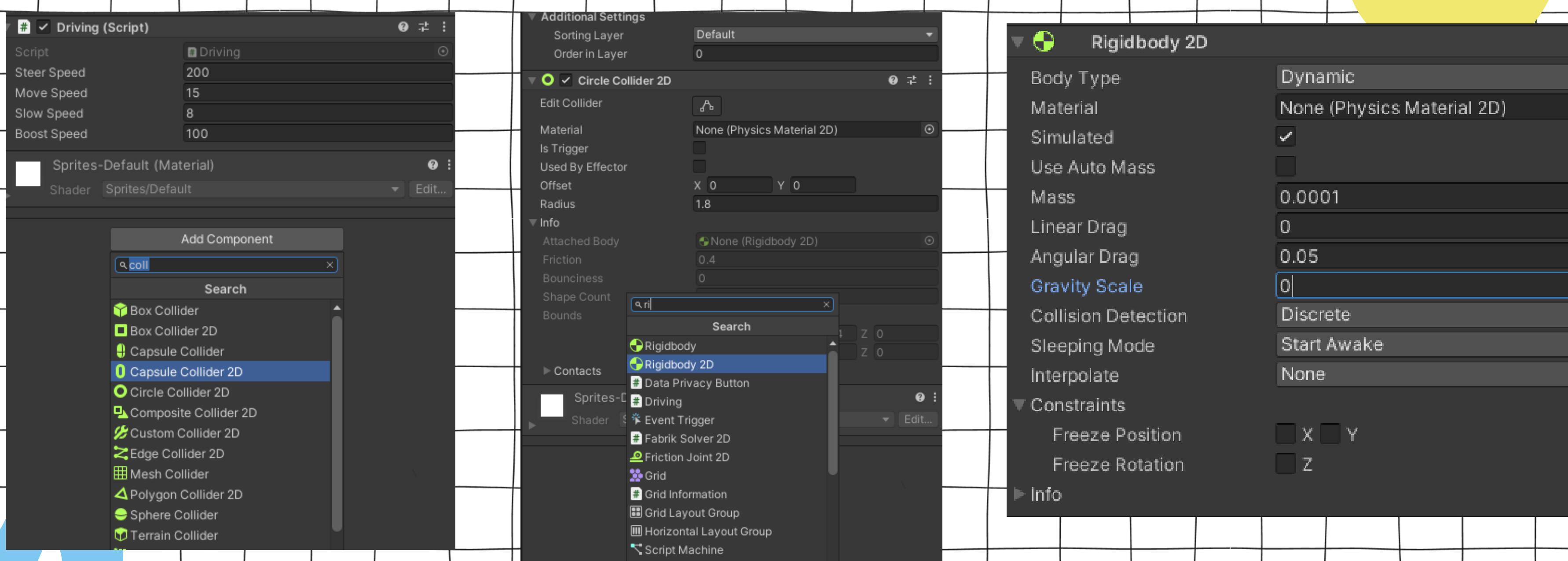
Writing the Scripts

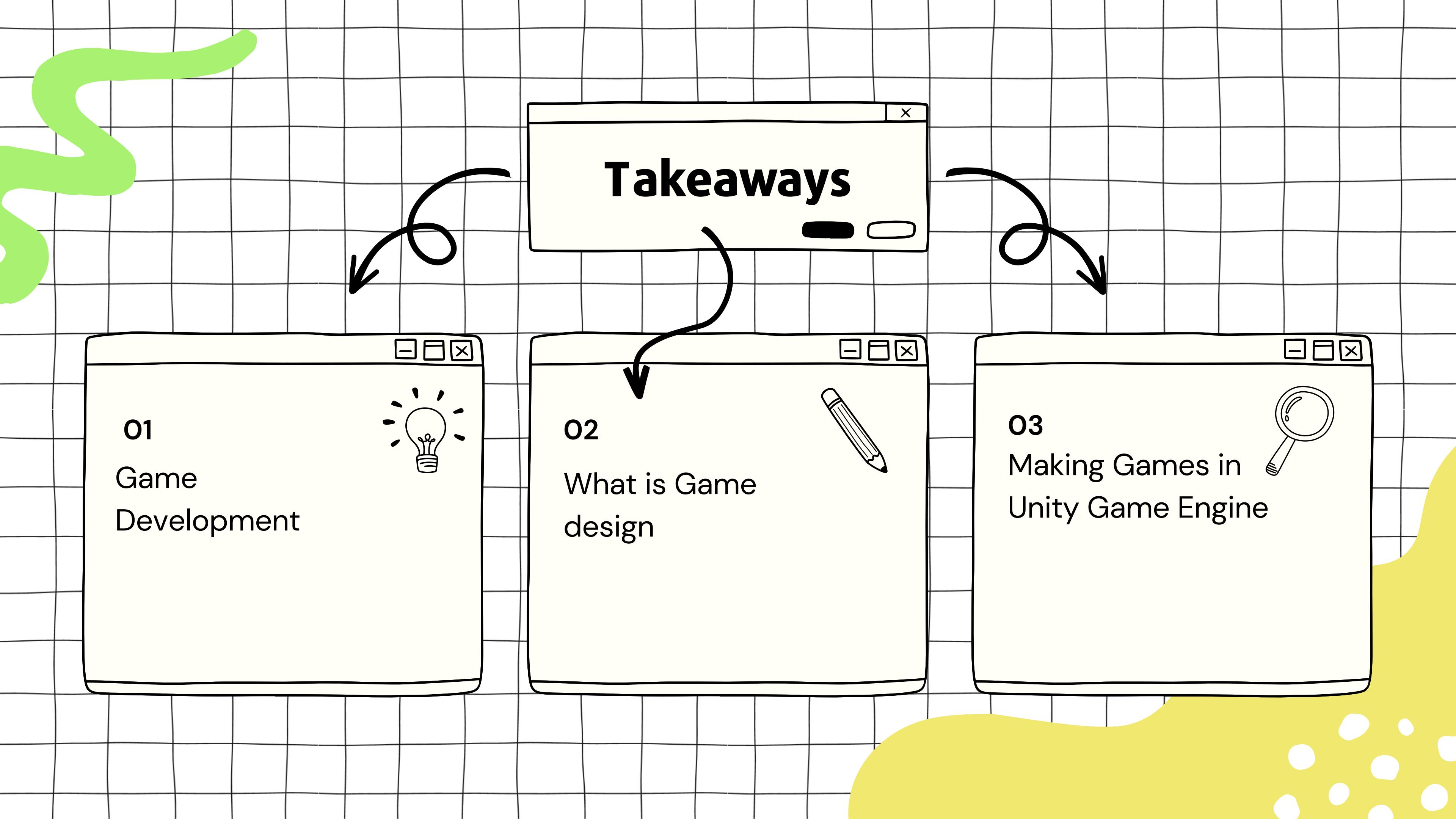


Attach Scripts to Game Object



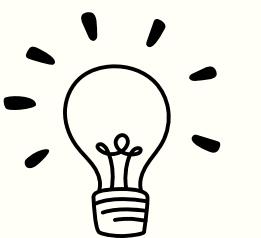
Add Components to the Game Object



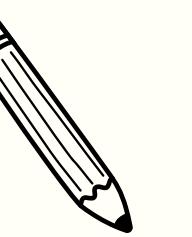


Takeaways

01
Game
Development



02
What is Game
design

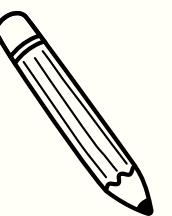


03
Making Games in
Unity Game Engine



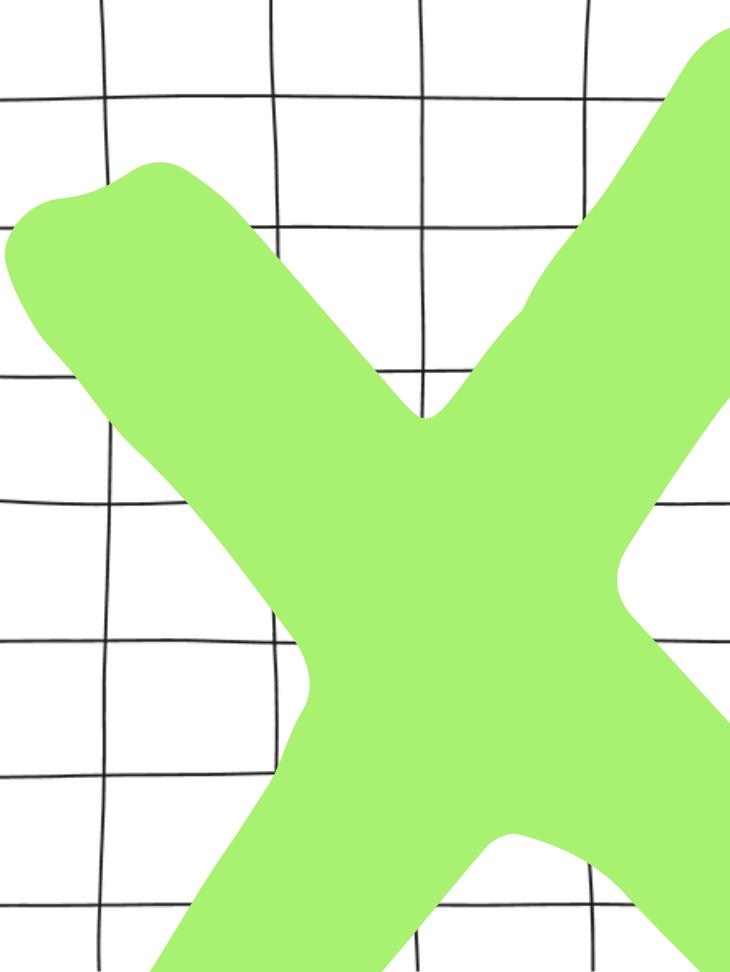
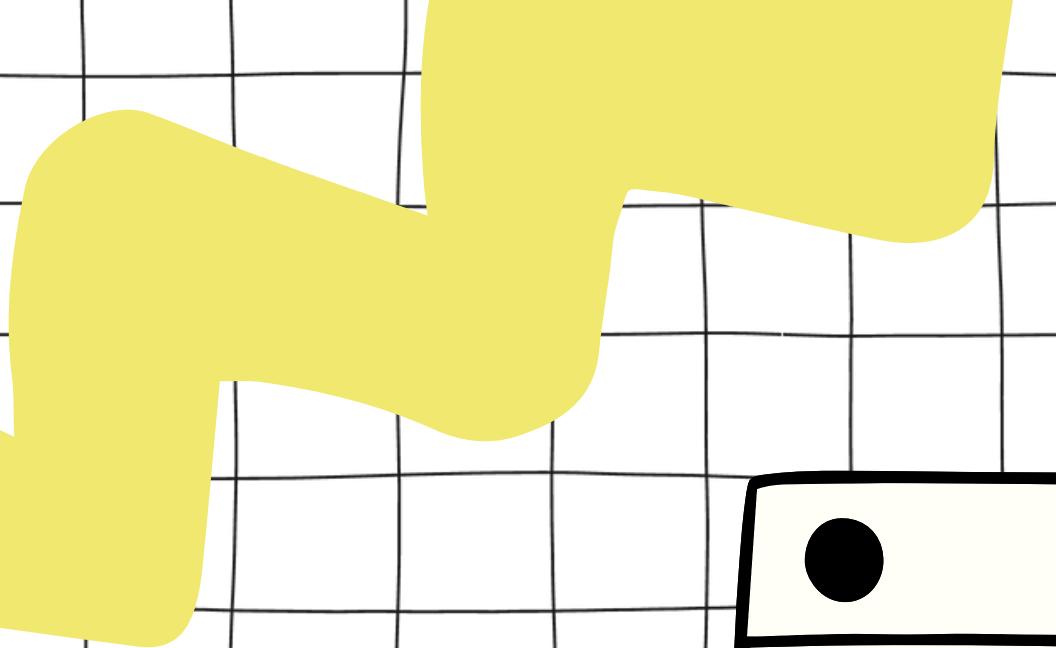
To Do

- Insert an Game object in Unity
- Give a design to the Game Object
- Add Movement to the Game Object



Try out:

- Fix the camera to the game object



Thank you

