e-Yantra Robotics Competition (eYRC 2017)
Task 1 – Transporter Bot

Blender has its own built-in Game Engine that allows you to create interactive 3D applications or simulations. The major difference between Game Engine and the conventional Blender system is in the rendering process. In the normal Blender Engine, images and animations are built off-line – once rendered they cannot be modified. Conversely, the Blender Game Engine renders scenes continuously in real-time, and incorporates facilities for user interaction during the rendering process. (Refer to: http://blender.org/)

The Game Engine is closely integrated with the existing code base of Blender, which permits quick transitions between the traditional modeling feature set and game-specific functionality provided by the program.

In this task you will learn the following modules:

1. Introduction to Blender Game Engine
2. Game Material
3. Logic Bricks and Character Movement
4. Mouse-Look Controls
5. Game Screen and Collision
6. Clickable Buttons
7. States and Movement
8. Dying and Respawning
9. On Screen Counter Overlay
10. Timers
11. In Game Animation
12. Pausing
13. Publishing to .exe from .app

Follow the instructions given in each video and practice all these in your Blender software.

YouTube Channel:
BornCG provides the video tutorials on the above topics. Go through all the video tutorials covered in this channel of Blender Game Engine.
https://www.youtube.com/watch?v=u-uQqhpXIQA&list=PLda3VoSoc_TSS7ht07sCt8zDCyAenOG6i