

INT208:COMPUTING PRACTICUM-I

L:0 T:0 P:3 Credits:2

Course Outcomes: Through this course students should be able to

- apply 2D modelling concept for game making process
- develop animation and process for game development
- construct and develop game design through story telling
- use game assets to execute the production of a game

List of Practicals / Experiments:

Game Designing

- Basics of Game Designing
- Games And Designing Pattern
- Formal Elements of Games
- Mechanics
- Early Stage of the Design Process
- Generate Ideas
- Games And Arts
- Storytelling
- Sprite Type
- Sprite Editor
- Sprite Renderer

2D Physics

- Rigid body 2D
- Collider 2D
- Area Effector 2D
- Point Effector 2D
- Bouncing and Sliding 2D
- Hinge joint 2D
- Distance Joint 2D

Design playable prototype

- Build 2D game
- Testing

Working on layer based system

- Working on layers
- Creating GUI
- Environment texturing
- Logo design

References:

1. BUILDING A GAME WITH UNITY AND BLENDER by LEE ZHI ENG, PACKT PUBLISHING