INT209:COMPUTING PROJECT-I

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

Course Outcomes: Through this course students should be able to

CO1 :: apply 3D modelling concept for game development process

CO2 :: develop a game with different themes and levels by adding various control functions in it

CO3 :: write code functionality in game development process with scripting language

CO4 :: develop various applications to realize complex tasks using gaming and animations

List of Practicals / Experiments:

Working in Unity 3D

- Working in 3D Space
- Adding Behaviors
- Working in Unity Particles(Materials, Lightening, Audio and Camera Positioning)
- Player Controls and Positioning (Colliders Positioning)
- Motion Sensoring
- Game Manager Physics
- Gameplay components
- Objects in 3 D game kit

3D concepts for game play and Programming

- Enemy Controller using environment prefabs
- Scripting language
- Game art creation

Working with Navmesh, Virtual reality and Augmented reality

- Path finding using Navmesh
- Implementation of AR and VR in unity

References:

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