COMPETITIVE PROGRAMMING CLUB

Unity Workshop

INFORMATION AND COMMUNICATION TECHNOLOGY

FACULTY OF TECHNOLOGY MARWADI UNIVERSITY, RAJKOT

1. Introduction:

The event was conducted on Feb 1st 2025. The event was specially conducted for students to introduce them with Unity and basics of Game Development. The venue was MA115.

2. Event Overview:

1.) After the registrations, as a pre-requisites the participants were sent a detailed guide on the installation of Unity Hub, Unity Engine and Visual Studio.
2.) Initially the participants were introduced to Unity Hub and how to create Project. Once they created the Project successfully, they got introduced to Unity Engine and its layout.
3.) Participants also learn how to import assets, use the assets and write C# code to do basic stuff such as make the character move.
4.) At last the participants created their own version of "Flappy Bird".

3. Attendance and Participants:

The event had a total of 26 students in attendance, all of whom were participants. The excitement and the enthusiasm within the participants truly demonstrates the success of the event.

Sr No.	Enrolment Number	Student Name
1	92400133073	Devarsh Bhatt
2	92400133169	Rishi Sampat
3	92400133161	Diva Parekh
4	92400133183	Dhruvi Bhudiya
5	92400133184	Chandani Patel
6	92400133020	Saloni Ramavat
7	92400133189	Om Lathigara
8	92400133150	Kenil Parekh
9	92400133024	Jenil Dobariya
10	92400133158	Dhwani Desai
11	92400133156	Diya Kalariya
12	92400133058	Aum Dave
13	92400133154	Akshat Shah
14	92400133157	Om Dholariya
15	92400133126	R Siddharta
16	92400133101	T Balavardhonsai
17	92400133086	Shashidhar Y.R
18	92400133129	Rudra Miyani
19	92400133054	Godalka Dharmik
20	92400133113	Vishant Chhaniyara
21	92301733052	Saurabh Bhuptani
22	92301733040	Mayur Khandia
23	92301733069	Harshil Domadiya
24	92301733060	Savaliya Koothang
25	92301733043	Muchhala Bhavin
26	92301733027	Viraj Vaghasia

4. Achievements and Outcomes:

1. **Introduction to Game Development:** Participants gained hands-on experience with Unity and C#, understanding how to create and manage game projects.
2. **Unity Hub and Engine Proficiency:** Students successfully installed and navigated Unity Hub, created new projects, and explored the Unity Engine layout.
3. **Asset Import and Usage:** Attendees learned how to import assets, use them effectively, and integrate them into their projects.
4. **C# Scripting Basics:** Participants wrote basic C# scripts to implement fundamental game mechanics, such as character movement.
5. **Completed a Mini-Game:** By the end of the session, each participant successfully developed their own version of "Flappy Bird," reinforcing their understanding of game development concepts.

5. Challenges:

1. **Installation of Unity:** Since Unity is considerably a big software, it took a lot of time to install in multiple campus systems. With the Capped speeds, it was truly a challenging task to setup up Unity in just 12 desktops.

2. **Faulty Keyboard and Mouse:** A Few participants who were using the campus system complained about certain hardware failure in their mouse or keyboard. Although there was a work around, it did make things a bit difficult.

6. Feedback and Evaluation:

The feedback from participants was overwhelmingly positive. Many appreciated the hands-on approach, which helped them grasp Unity and game development concepts effectively. Participants particularly enjoyed creating their own version of "Flappy Bird," as it provided a practical implementation of their learning.

However, some participants mentioned that the installation process was time-consuming due to internet speed limitations. A few also suggested that future events could include more advanced topics, such as physics in Unity

7. Conclusion:

The Unity and Game Development workshop was a resounding success, providing students with a strong foundational understanding of game development. Despite a few challenges, the enthusiasm and engagement of the participants made the event highly rewarding.

By the end of the session, students had successfully navigated Unity Hub, created projects, imported assets, and written C# scripts to control in-game elements. The completion of their own version of "Flappy Bird" was a testament to their learning and hard work.
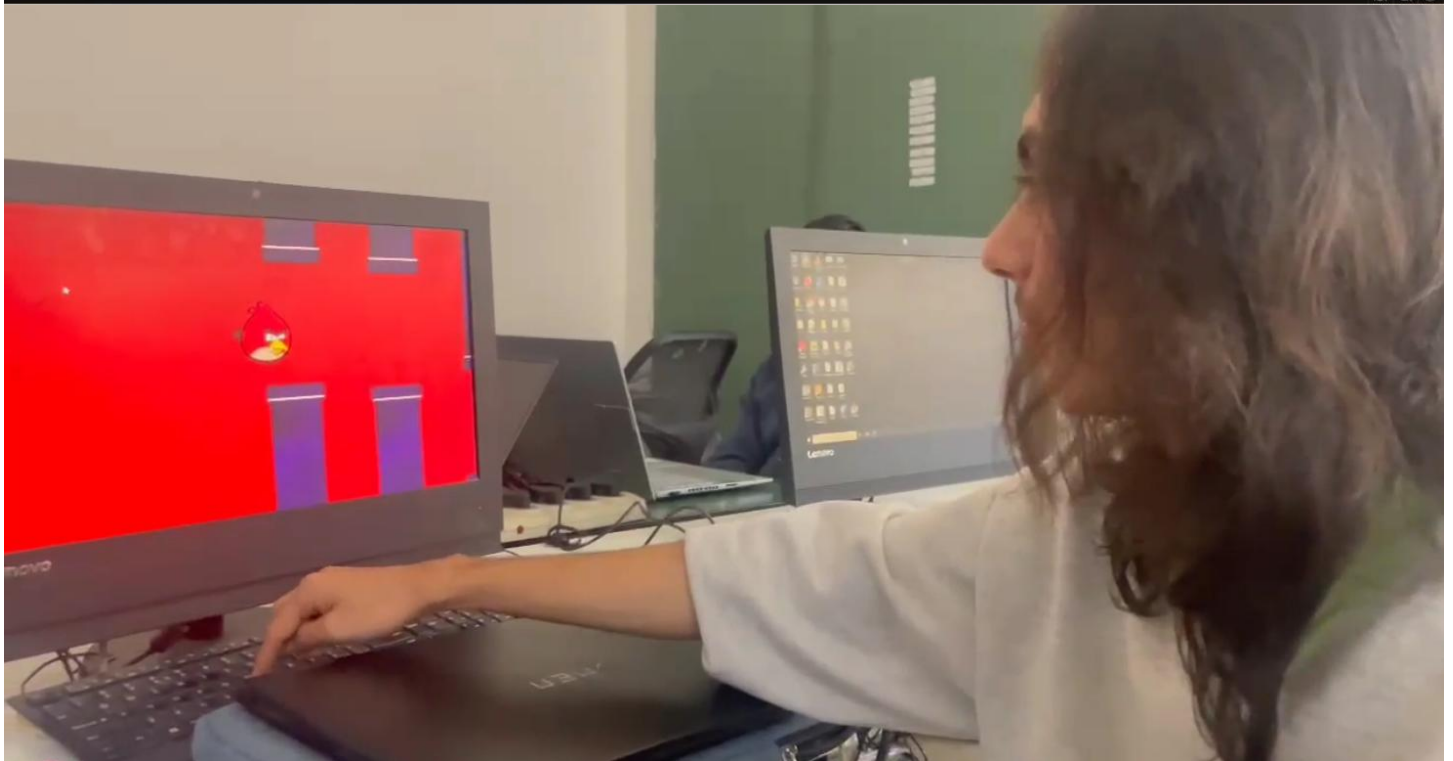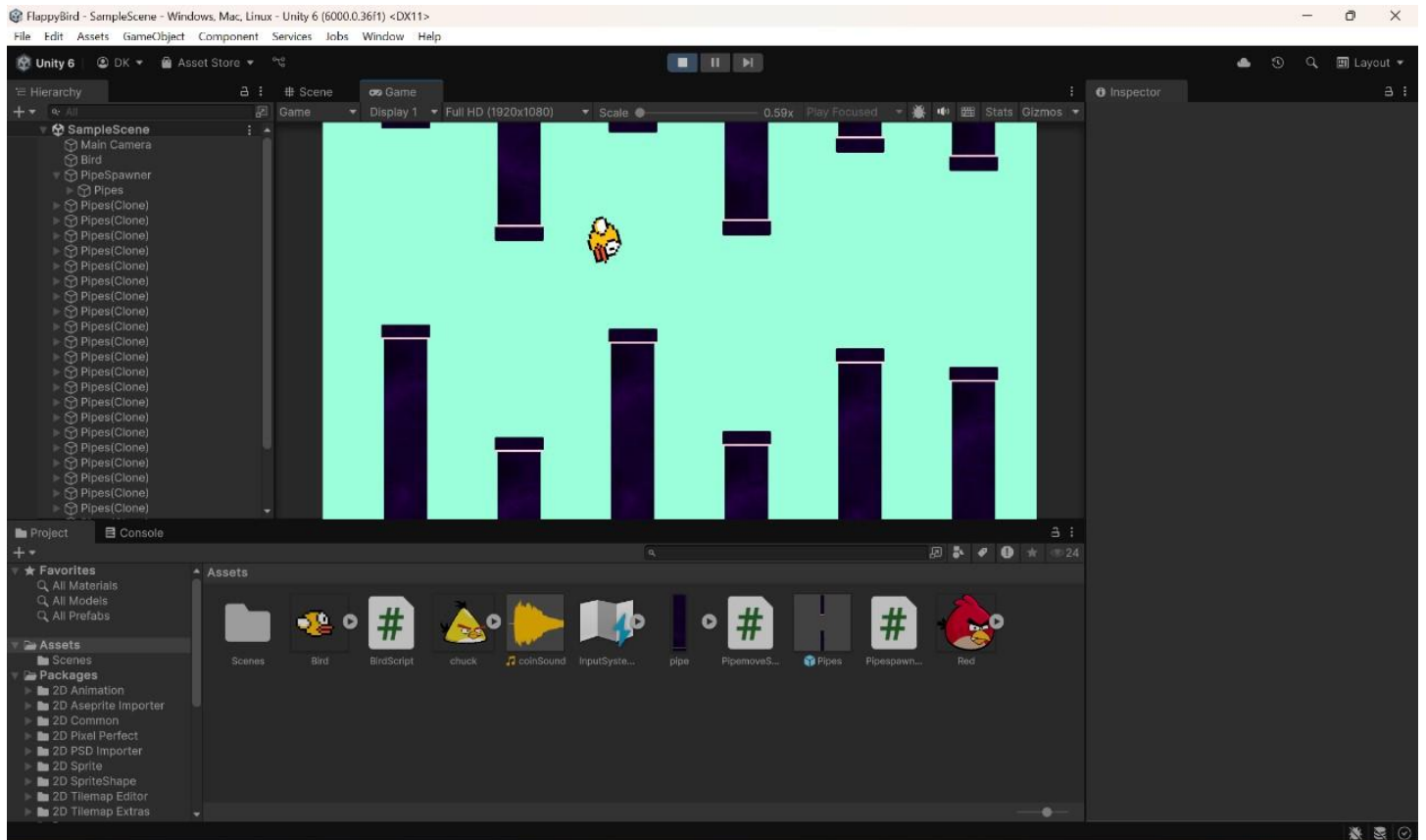
This event not only introduced students to game development but also fostered a sense of community and collaboration. Moving forward, more workshops covering advanced game development topics can be organized to build upon this foundation.

8. Attachments:

Rajkot,Gujarat,India
Rajkot-Morbi, Road, PO, Gavridad, Gujarat
360003
Lat 22.367248, Long 70.796936
02/01/2025 11:53 AM GMT+05:30
Note : Captured by GPS Map Camera

Rajkot,Gujarat,India
Rajkot-Morbi, Road, PO, Gavridad, Gujarat
360003
Lat 22.367248, Long 70.796936
02/01/2025 11:49 AM GMT+05:30
Note : Captured by GPS Map Camera

Club Name: _Competitive Programming_ **Date:** _1-2-25_

Event Name: _Unity workshop_

How would you rate the overall event experience? (Select one)

( ) Poor
( ) Average
( ) Good
(✓) Very Good
( ) Excellent

How satisfied were you with the quality of the speakers/presenters? (Select one)

( ) Highly Satisfied
(✓) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

How satisfied were you with the flow of the event? (Select one)

( ) Highly Satisfied
( ) Satisfied
(✓) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

Was the content relevant to your technical interests and knowledge level? (Select one)

( ) Extremely Relevant
( ) Sightly Relevant
(✓) Neutral
( ) Slightly Relevant
( ) Not relevant at all

Any Other comments that you would like to mention?

I liked the topics covered and flow. I would appreciate if the time management is done properly.

Club Name: _CP Club_ **Date:** _1/2/2025_

Event Name: _litty workshop_

How would you rate the overall event experience? (Select one)

( ) Poor
(✓) Average
( ) Good
( ) Very Good
( ) Excellent

How satisfied were you with the quality of the speakers/presenters? (Select one)

( ) Highly Satisfied
(✓) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

How satisfied were you with the flow of the event? (Select one)

( ) Highly Satisfied
(✓) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

Was the content relevant to your technical interests and knowledge level? (Select one)

( ) Extremely Relevant
( ) Sightly Relevant
( ) Neutral
(✓) Slightly Relevant
( ) Not relevant at all

Any Other comments that you would like to mention?

It was very nice, And interesting

Club Name: _Competitive Programming_   **Date:** _1-2-25_

Event Name: _UNITY EVENT_

How would you rate the overall event experience?   (Select one)

( ) Poor
( ) Average
(✓) Good
( ) Very Good
( ) Excellent

How satisfied were you with the quality of the speakers/presenters? (Select one)

( ) Highly Satisfied
(✓) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

How satisfied were you with the flow of the event?   (Select one)

( ) Highly Satisfied
(✓) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

Was the content relevant to your technical interests and knowledge level? (Select one)

( ) Extremely Relevant
(✓) Slightly Relevant
( ) Neutral
( ) Slightly Relevant
( ) Not relevant at all

Any Other comments that you would like to mention?

Proper explanation with good
communication

Club Name: _CP Club_   **Date:** _1/2/25_

Event Name: _Unity workshop_

How would you rate the overall event experience?(Select one)

( ) Poor
( ) Average
( ) Good
( ) Very Good
(✓) Excellent

How satisfied were you with the quality of the speakers/presenters?(Select one)

(✓)Highly Satisfied
( )Satisfied
( )Neutral
( )Dissatisfied
( )Highly dissatisfied

How satisfied were you with the flow of the event?(Select one)

(✓) Highly Satisfied
( ) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

Was the content relevant to your technical interests and knowledge level?(Select one)

( )Extremely Relevant
(✓) Sightly Relevant
( ) Neutral
( )Slightly Relevant
( )Not relevant at all

Any Other comments that you would like to mention?

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_____
_____
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Club Name: _CP Club_   **Date:** _01-02-2025_

Event Name: _Unity Workshop_

How would you rate the overall event experience? (Select one)

( ) Poor
( ) Average
( ) Good
( ) Very Good
(✓) Excellent

How satisfied were you with the quality of the speakers/presenters? (Select one)

(✓) Highly Satisfied
( ) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

How satisfied were you with the flow of the event? (Select one)

(✓) Highly Satisfied
( ) Satisfied
( ) Neutral
( ) Dissatisfied
( ) Highly dissatisfied

Was the content relevant to your technical interests and knowledge level? (Select one)

(✓) Extremely Relevant
( ) Sightly Relevant
( ) Neutral
( ) Slightly Relevant
( ) Not relevant at all

Any Other comments that you would like to mention?

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_____
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