

ISWiB 2019 - Game Development

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Goal of workshop



- Introduce participants into world of game development
- Introduce participants to the Unity game engine
- Develop at least one full playable video game

Workshop layout

- Day 1: Basics of object oriented programming
- Day 2: Introduction to Unity and space shooter project (2D)
- Day 3: Space shooter project (2D)
- Day 4: Horror game project (3D)
- Day 5: Space shooter project (2D)

Participants

- They were amazing and generally very interested to learn
- It was my pleasure to work with them
- During development of the games, they had great ideas and suggestions
- I am sad it was only 5 short days to work together on these things

Participants



Participants with a few more great people



Words of thanks

My big thanks go to:

- Participants for their attention, energy and positive attitude
- ISWiB volunteers for support
- Pavle Ramah for support

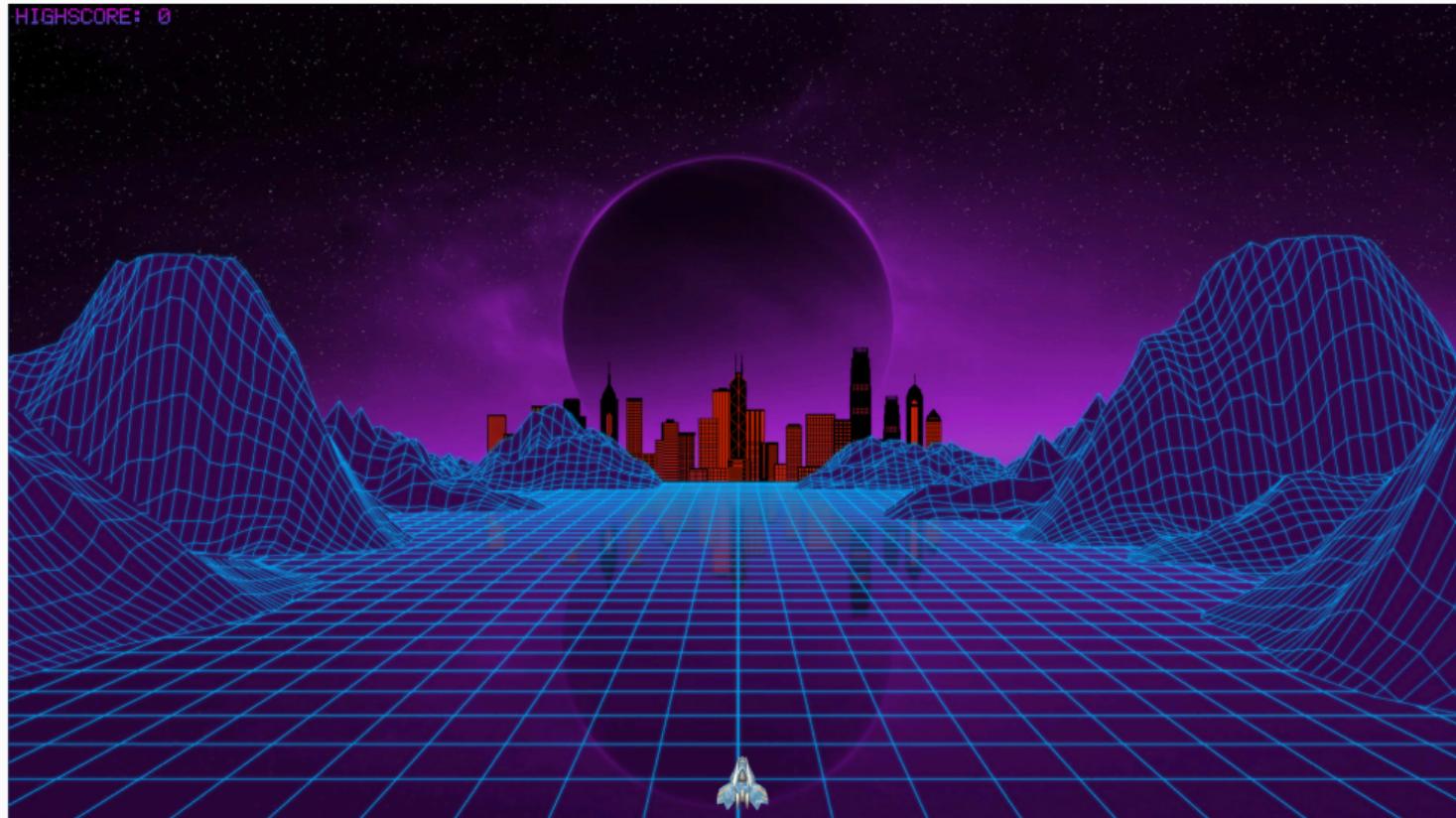
Demo 1 - Synthwave space shooter

- To cover basics od 2D in Unity we created a space shooter game
- Player is controlling a spaceship at bottom part of the screen
- Enemies are attacking from the top of the screen
- There are 3 types of enemies:
 - Simple enemy who only moves down
 - Enemy that can shoot at the player
 - And an enemy that also has horizontal movement

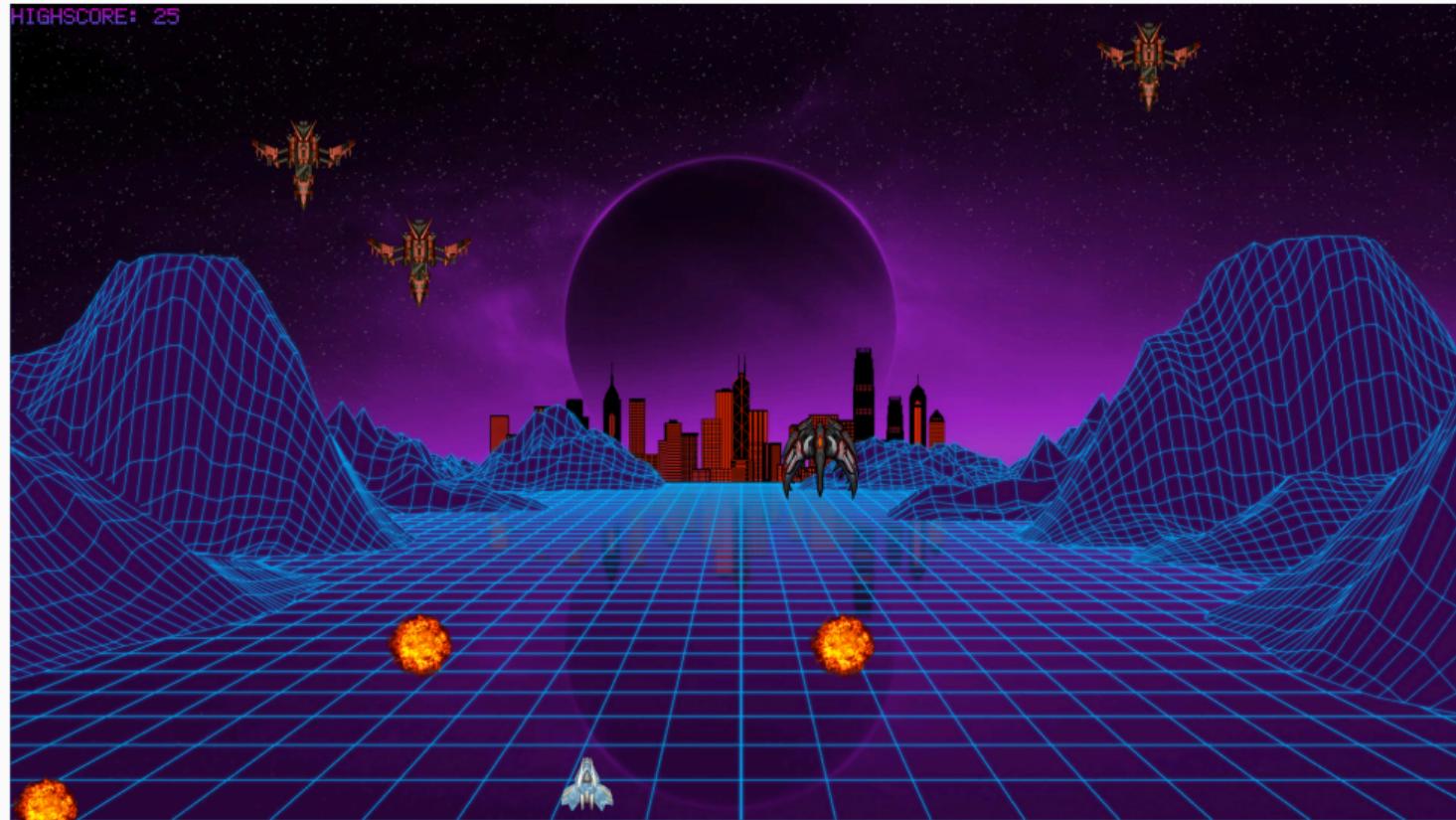
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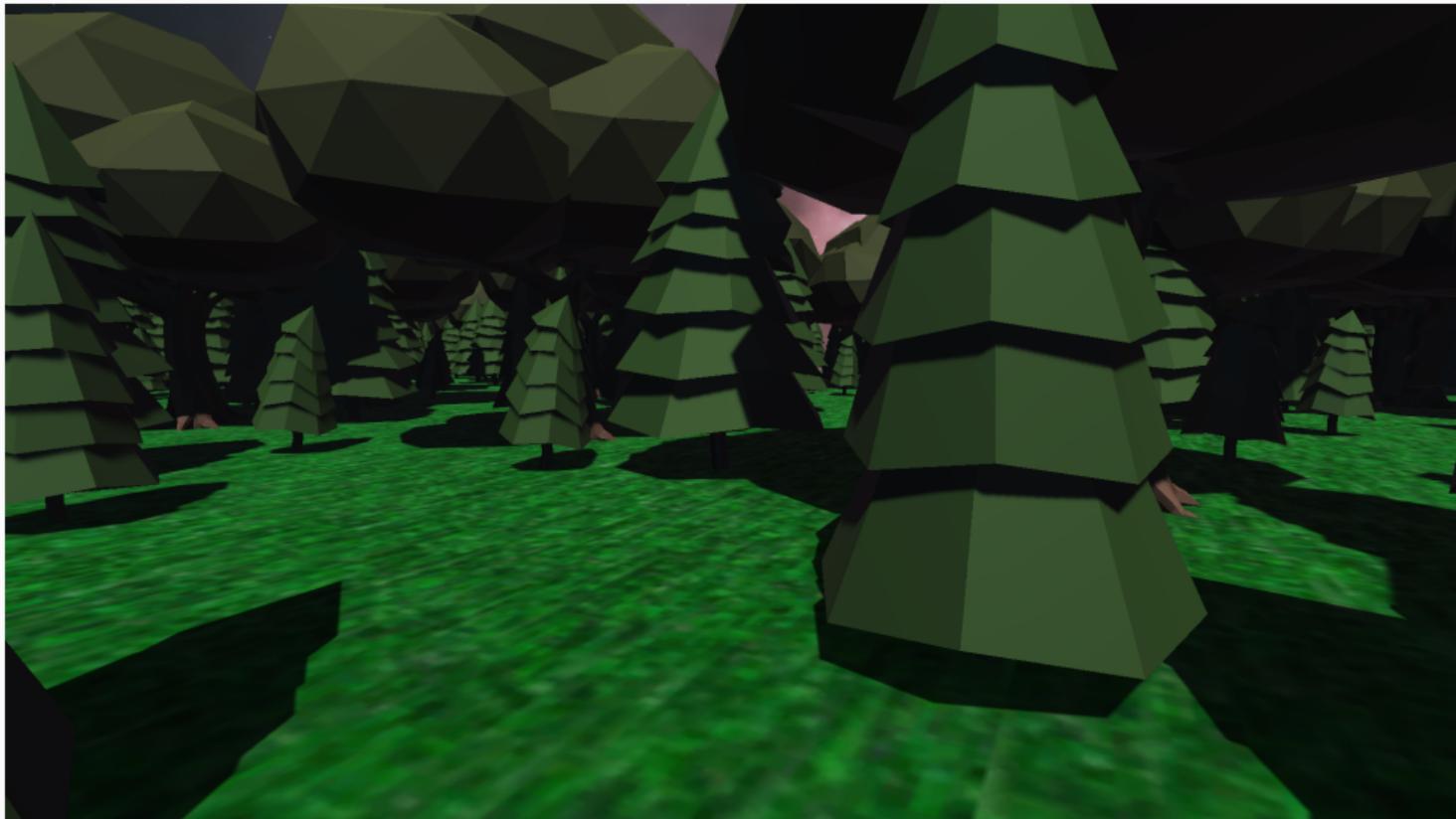
Demo 1 - Synthwave space shooter



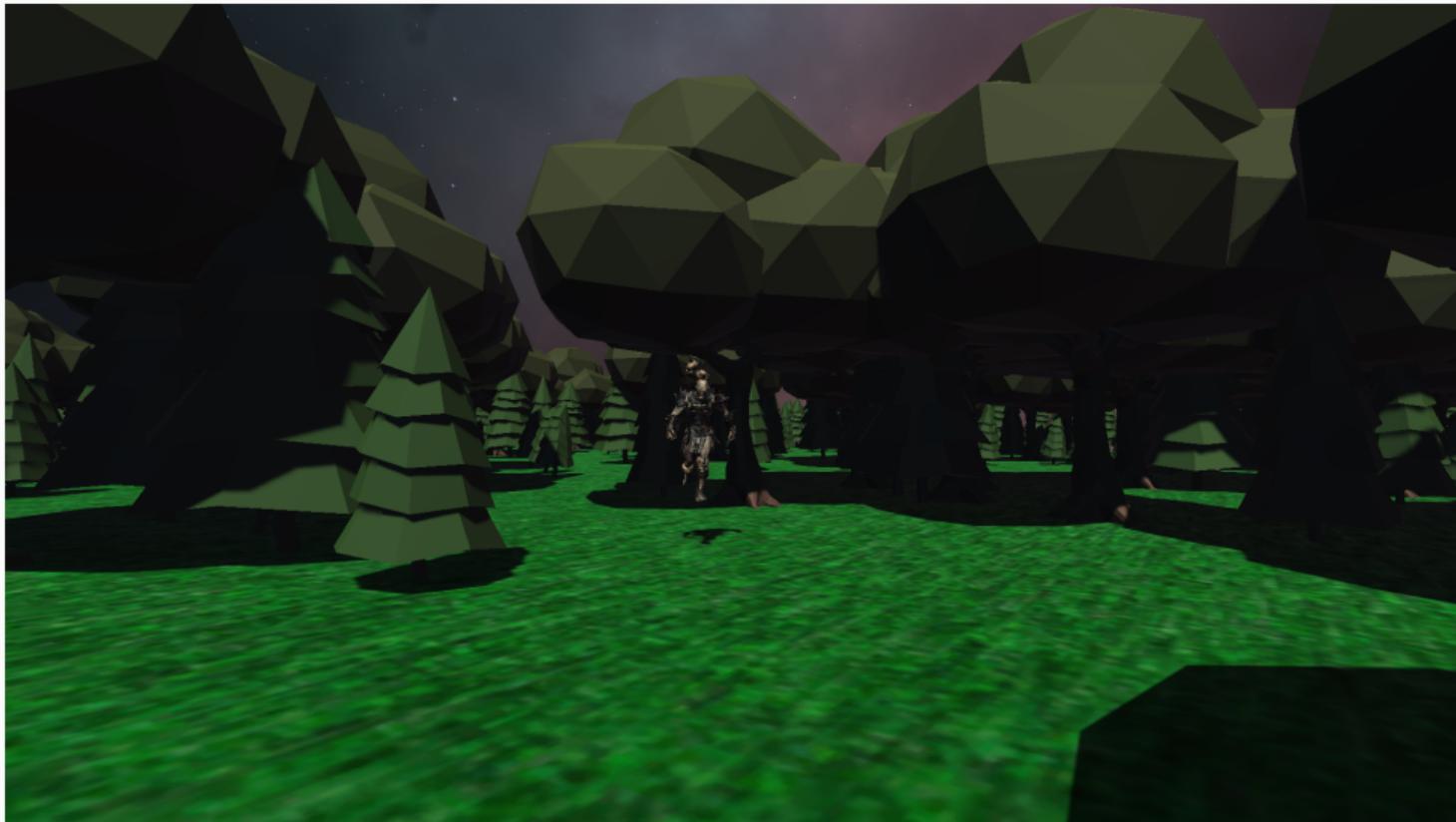
Demo 2 - Horror

- To cover basics of 2D in Unity, we created a horror game
- Player is playing in first person trying to collect **ISWiB** cards
- Player is also chased by enemies which wish to devour his brain
- Level is set in a forest which was procedurally generated

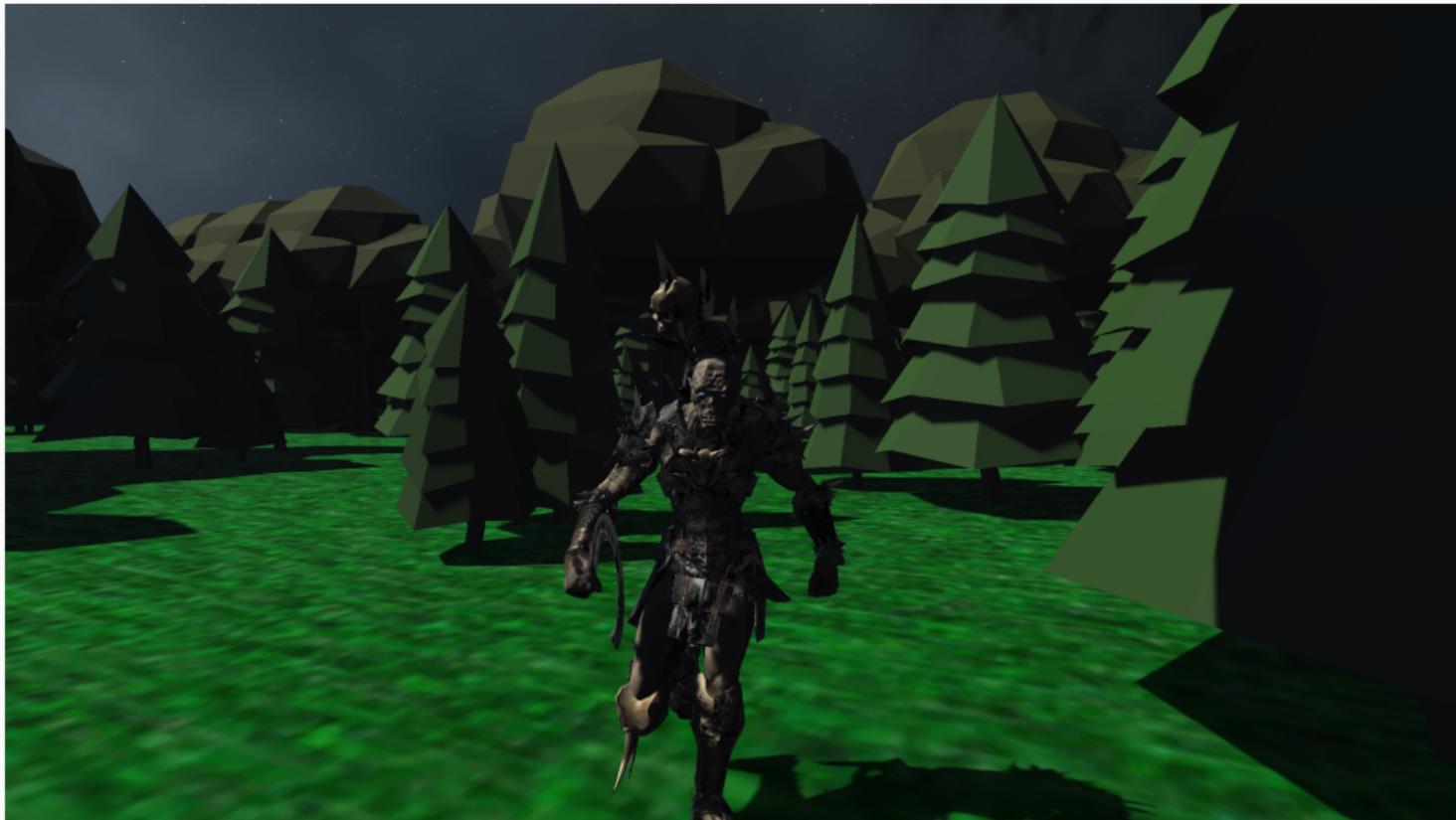
Demo 2 - Horror



Demo 2 - Horror



Demo 2 - Horror



Conclusions

- Unity has proven to be really good for a workshop like this
- It was fun and very efficient during the course
- My feeling is that participants liked it a lot

Questions?

Thanks for your time!
