

Game and XR Development with Unity

Session 13
03 September 2022

Course Objectives

01

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Unity Basics

- Tool
- Interface
- Best Practices

02

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C# Scripting

- Basics
- Unity related functions
- Best Practices

03

...

Game Development Basics

- Effects
- Animations
- Gameplay Mechanics

04

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VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

Session Objectives

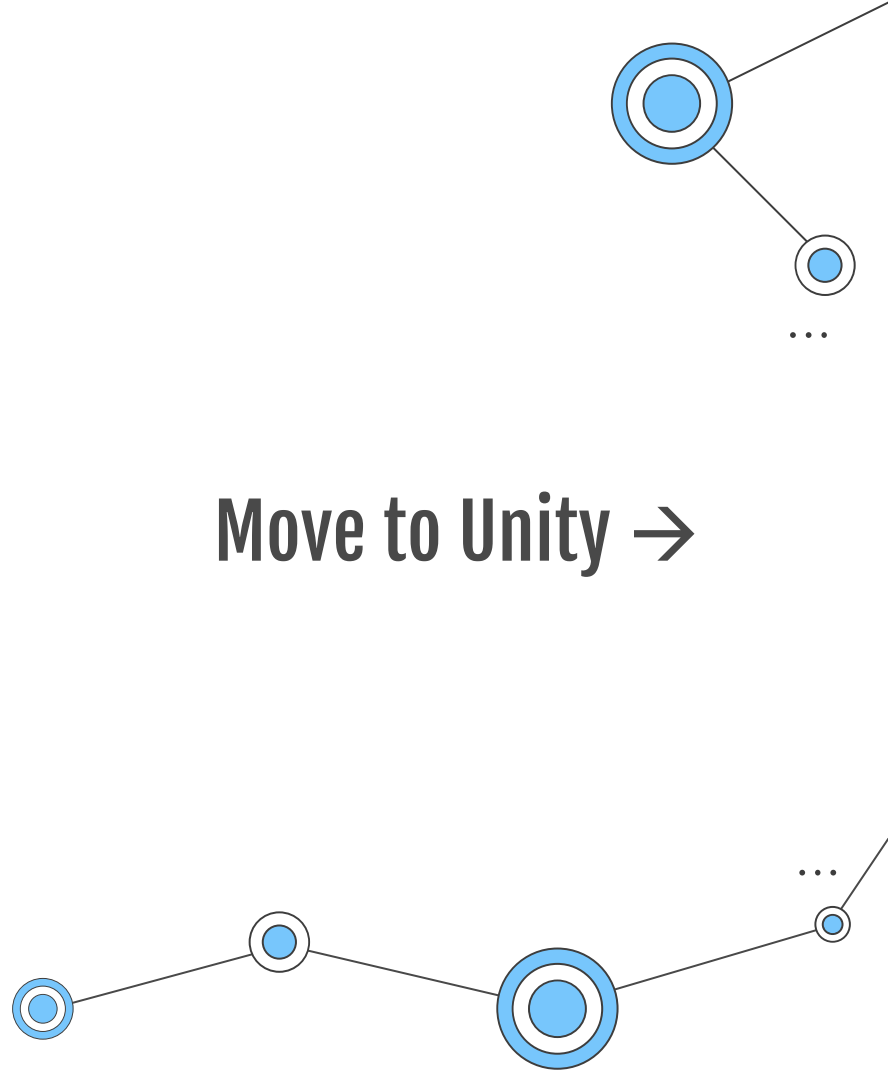


- **Shooter Games**

- Raycasting
- Adding Enemy Character
- Damage Enemy // Enemy Health
- Particle System // Unity Particle Pack
- Export a UnityPackage
- Weapon Effects (MuzzleFlash and Audio)
- Detour - Probuilder
- NavMesh - AI
- Enemy AI
- Enemy Animations



Move to Unity →



Thanks!

Do you have any questions?

v_pandey@cs.iitr.ac.in

+91 9971510759

topmate.io/vishal

