

Game and XR Development with Unity

Session 16
22 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

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Game Development Basics

- Effects
- Animations
- Gameplay Mechanics

04

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VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

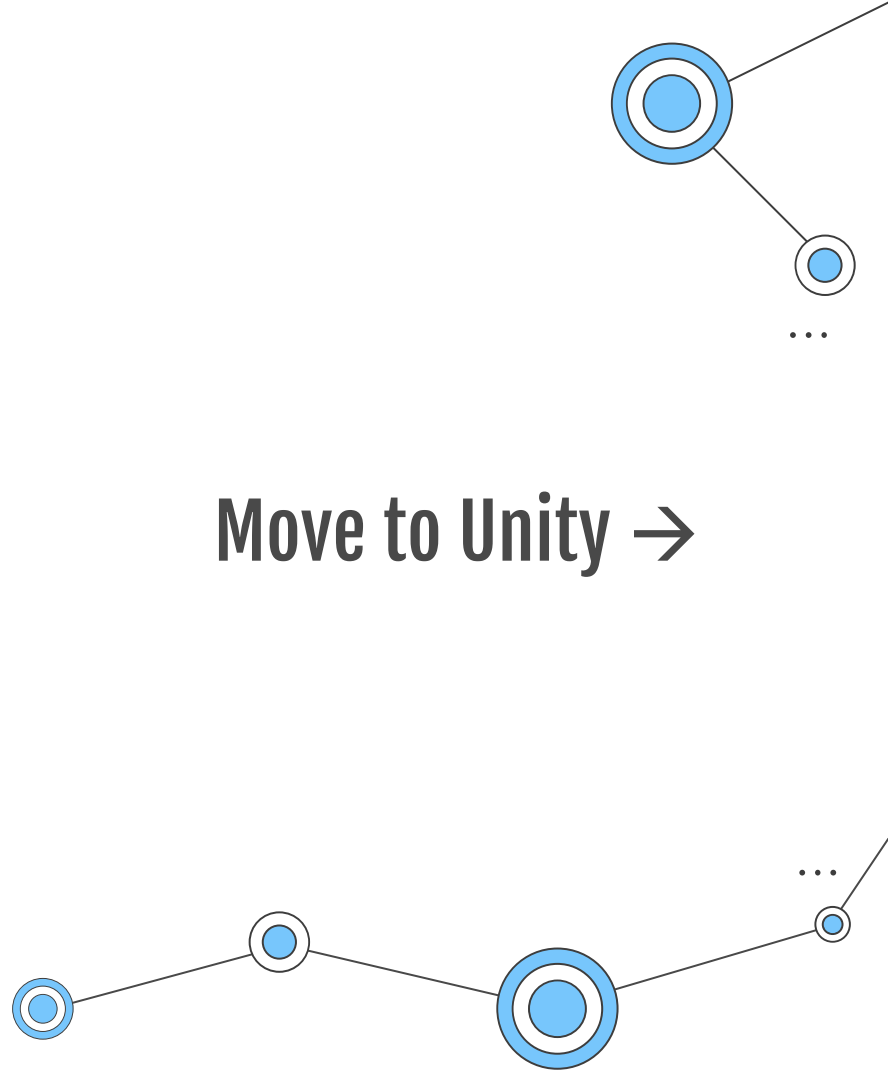
Session Objectives



- **Shooter Games**
 - Enemy AI and Animations
 - Player Damage
 - Bullet Hit Fx (Body and Wall)
 - Creating Keyframe Animations
 - Ammo Concept (Reloading with UI)
 - Spawning Enemies
 - Concept of Headshot
 - Health Bar
 - Pickup System
 - Player Respawn
 - Data Save (Basic)



Move to Unity →



Thanks!

Do you have any questions?

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