



### **Unity Basics**

- Tool
- Interface
- Best Practices



#### C# Scripting

- Basics
- Unity related functions
- Best Practices



#### **Game Development Basics**

- Effects
- Animations
- Gameplay Mechanics

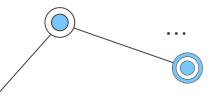


## **VR & AR Development**

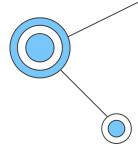
- XR Development
- Production Pipeline
- Portfolio Projects

# **Course Objectives**





# **Session Objectives**





#### Shooter Games

- Bullet Hit Fx (Body and Wall)
- Started with Keyframe Animations
- 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 $\rightarrow$



# Thanks!

Do you have any questions?

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