

# Game and XR Development with Unity

Session 19  
29 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

...

## VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

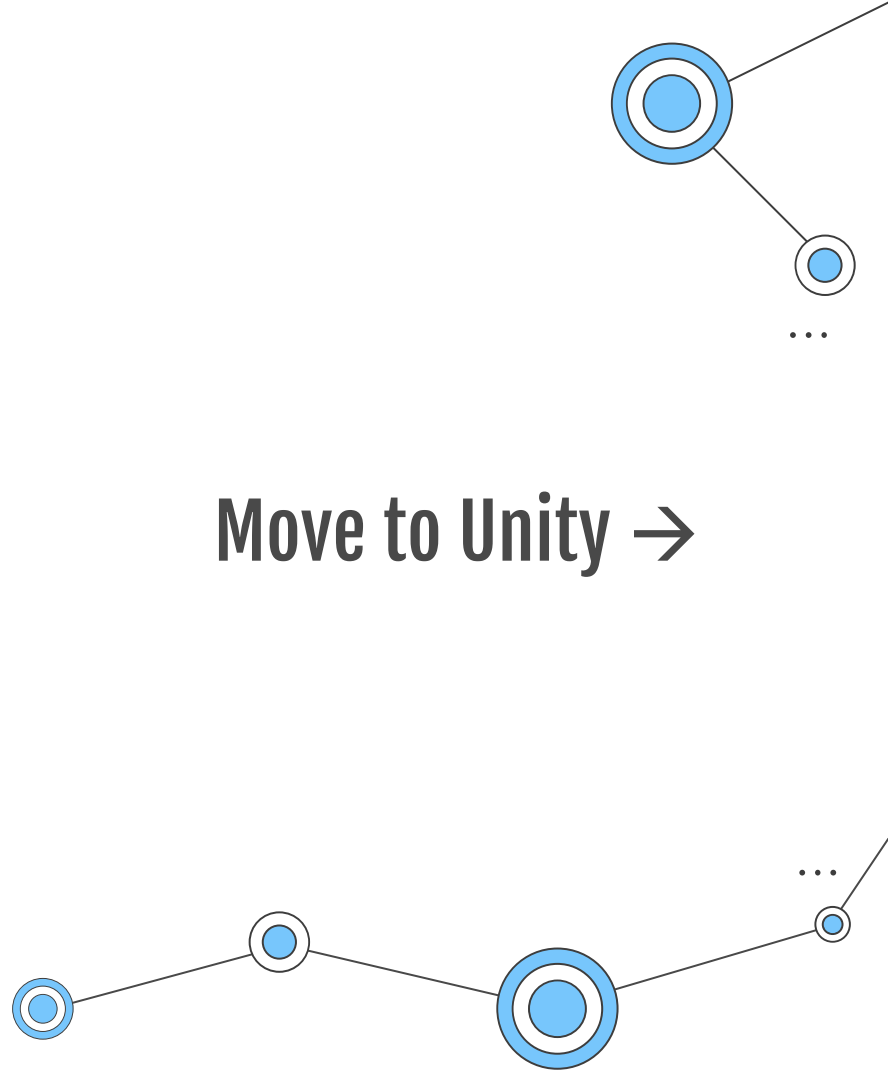
# Session Objectives



- **Shooter Games**
- Ammo UI
- Spawning Enemies
- Concept of Headshot
- Health Bar
- Pickup System
- Player Respawn
- Data Save (Basic)



**Move to Unity →**



# Thanks!

Do you have any questions?

[v\\_pandey@cs.iitr.ac.in](mailto:v_pandey@cs.iitr.ac.in)

+91 9971510759

[topmate.io/vishal](https://topmate.io/vishal)

