



Game and XR Development with Unity

Session 14
09 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**
- Weapon Effects (MuzzleFlash and Audio)
- Detour – Probuilder
- Started With NavMesh
- NavMesh – AI
- Enemy AI and Animations
- Player Damage



Move to Unity →



Thanks!

Do you have any questions?

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