

# Game and XR Development with Unity

Session 15  
16 September 2022

# Course Objectives

01

...

## Unity Basics

- Tool
- Interface
- Best Practices

02

...

## 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](#)

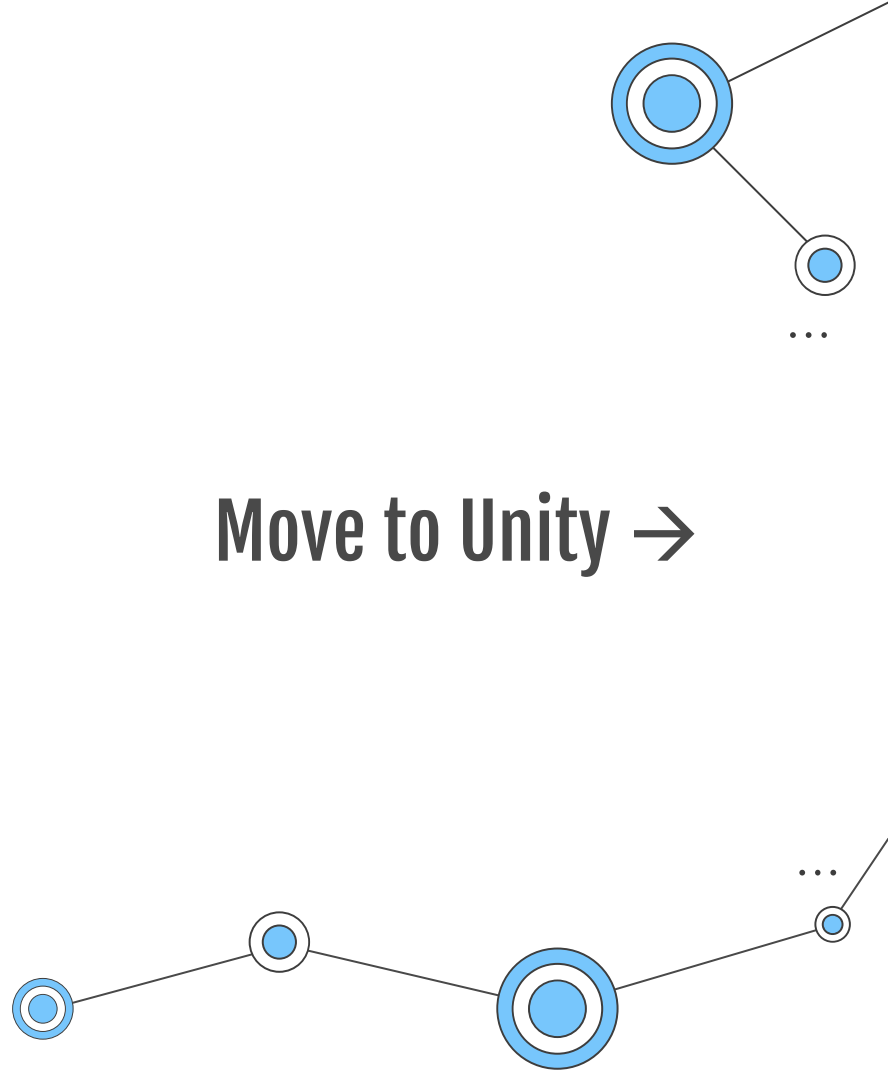
# Session Objectives



- **Shooter Games**
- NavMesh – AI
- Started with Enemy AI
- Enemy AI and Animations
- Player Damage



**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)

