



Game and XR Development with Unity

Session 17
22 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**
- 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 →

Thanks!

Do you have any questions?

v_pandey@cs.iitr.ac.in

+91 9971510759

topmate.io/vishal

