



# Game and XR Development with Unity

Session 12  
30 August 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

...

## VR & AR Development

- XR Development
- Production Pipeline
- Portfolio Projects



[Complete Outline](#)

# Session Objectives



- **Shooter Games**

- 3D Sound
- Coroutines
- Raycasting
- Adding Enemy Character
- Damage Enemy // Enemy Health
- Particle System // Unity Particle Pack
- Export a UnityPackage
- Weapon Effects (MuzzleFlash and Audio)
- Enemy AI (NavMesh)



**Move to Unity →**



# Thanks!

Do you have any questions?

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