



Unity Basics

- Tool
- Interface
- Best Practices



C# Scripting

- Basics
- Unity related functions
- Best Practices



Game Development Basics

- Effects
- Animations
- Gameplay Mechanics

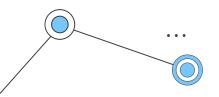


VR & AR Development

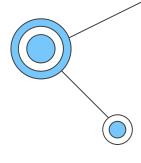
- XR Development
- Production Pipeline
- Portfolio Projects

Course Objectives





Session Objectives





Shooter Games

- Creating Keyframe Animations
- Ammo Concept (Reloading)
- Ammo UI
- Spawning Enemies
- Concept of Headshot
- Health Bar
- Pickup System
- Player Respawn
- Data Save (Basic)





Move to Unity \rightarrow



Thanks!

Do you have any questions?

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