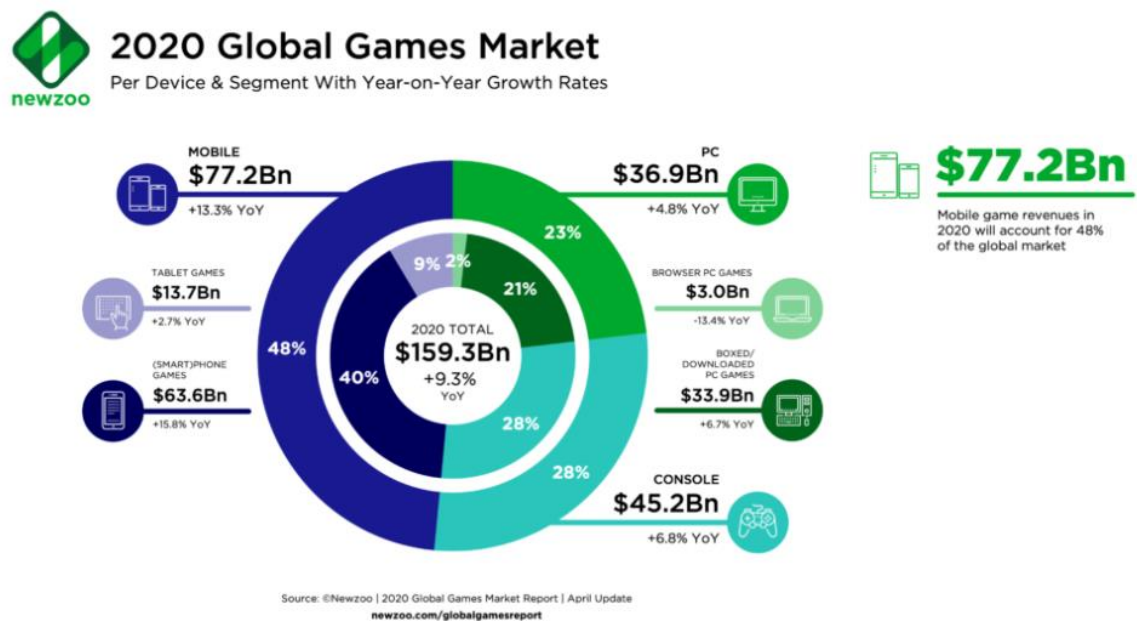


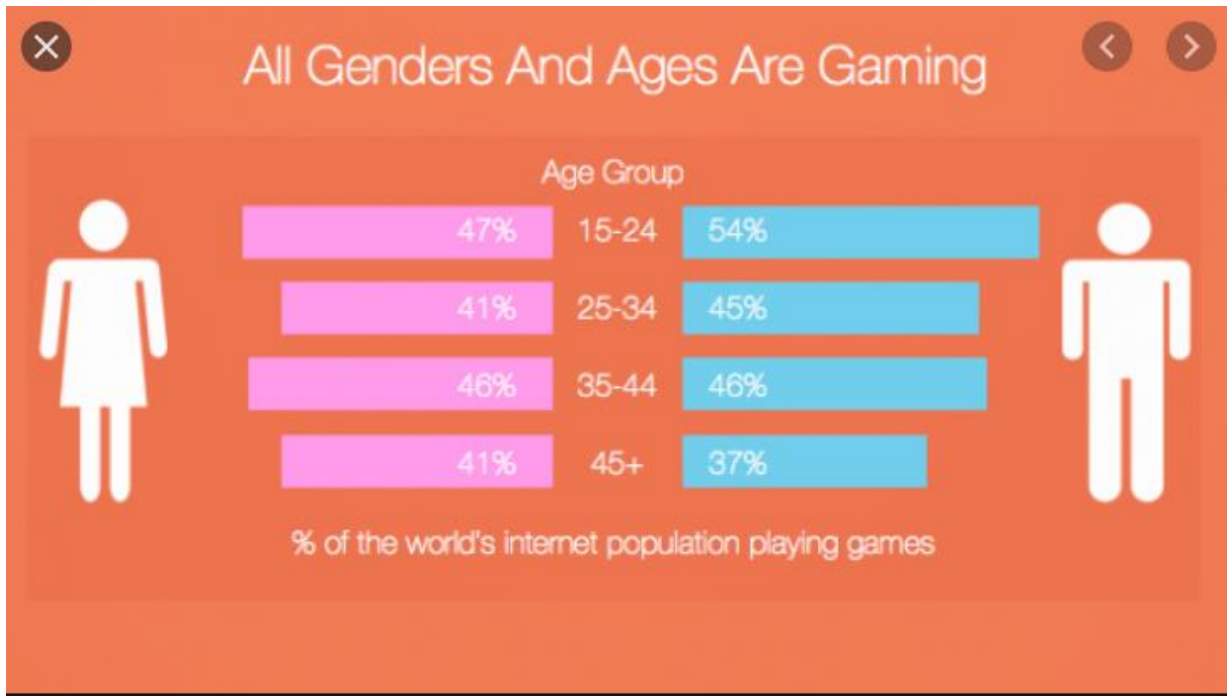
LAB SESSION REPORT

Work done in Lab Session:

- Cube-Master Game in Unity3D Game Engine, is the project I am working upon.
- First of all I gathered basic information that what is Game Development Industry, which kind of roles available in these industry then I found roles like Game Programmer, Game Art Designer, Level Designer, Team Leader, Game Tester and many more.
- After knowing these much stuff I saw the trend in Gaming Industry how it is growing exponentially and saw insights of it.



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- Then I researched about what kind of age-groups is playing games. Then I found a fact which is shown below :



- Then after these stuff I discover the games are made in Game Engine so I do R&D which game engine is best suitable for me to make my game.
- Then I saw in market many Game Engines Available like:



- Then I saw the overview of how Game Engines work and how they made.

Plans for next week:

- Selection of which Game Engine to use & start creating the Game.

Git Repository Links:

Link: <https://github.com/varunsonavni8487/game-application>

Git Username: varunsonavni8487