

Event Report

Event Topic: Creating an In-Game Shop - Unity-1

Name of Event: workshop

Name of Organizing Department: Department of Computer Science and Software Engineering

Date of Event: 19/10/18

Venue: Computer Science and Software Engineering Labs.

Speaker Name	Designation	Affiliation
Mr. Imran Ali	Game Developer	Matz Solutions

Details of Event

Purpose:

This workshop had the aim to introduce participants to the core principles of Game development in Unity. By taking them through the fundamental tools and workflows used to create a Unity games and guiding through a number of learning cycles coupled with hands on development. A gaming project were used as the example in this workshop, but the features and functions explained would be applicable to all unity projects.

Scope:

The targeted audience of this workshop were developers of a beginner's level or those that are new to developing with unity. Since the target audience involved were both the faculty members and students. And hence this workshop aimed to work at their best to fit the needs of all respective audience. And teach best practices for implementation.

Beneficiary:

With guidance of experienced trainer's with clear, step-by-step instructions, participants were able to explore the unity projects and dig the best of game development domain. In addition to this they would be able to explore the key features of the Unity editor, sharing insightful hints, tips and shortcuts. The construction of the project covered an introduction to areas of the unity engine including animation, physics, player input, scripting, building and deployment, adding audio and the implementation of a user interface. That would help them reach the best of understandings with unity game development.