



Don Bosco Institute of Technology, Mumbai – 400070
Department of Computer Engineering



Report on: Unity Engine Workshop

Title: Unity Engine Workshop

Date: 16th and 17th October, 2021

Time: 2:00 -5:00 pm

Venue: Google meet

Excerpt: <https://meet.google.com/pkm-navn-urt>

Participants on Google meet: 40

Resource Person: Grejo Joby, Ruvim Rodrigues

Organizing Department/Committee/Authority: ACM Student Chapter

Faculty Coordinator: Ms. Sana Shaikh

Objective:

- To improve learners understanding of the game development process.
- To help users get acquainted with various fundamental techniques in Unity
- To encourage learners to understand basic concepts of game design.

Outcomes:

- To identify various resources in order for them to create their own games
- To Create and build actual sample games and understand debugging process.
- To learn all the supporting features alongside the core functions.
- To get a clear understanding about UI designing, animation and other visual elements

Report:

ACM's *Unity Workshop* was held over a duration of 2 consecutive days dating 16th to 17th October, 2021 from 2:00 pm to 5:00 pm. The key intention of this workshop was to help the participants get acquainted with the basic features and functionalities of Unity Engine which would further on help them during their game development process.

The first day of the workshop started with Mr.Grejo Joby (Chairperson-ACM) listing down the benefits of unity engine and how unity is a game development engine which can be deployed on various platforms. He also elaborated on the proceedings of the hands-on workshop. He then asked the participants to start their unity hub for which the installation procedure was shared a day prior to the workshop and create a new 2D project. Further on he explained the basic functionalities of unity which are frequently used along with the build settings and preferences. He also gave a comparison between the game mode and the edit mode and how during the process of debugging one should always be in the edit mode to save the changes made. In addition to that he then explained the character movement scripting by giving the example of a simple character, that is sprites which he installed from the asset store and showed the participants how they could import the necessary assets for their games. Prior to that he also demonstrated how to connect Unity Engine with vs code instead of using visual studio. Following that he briefed the participants on various UI elements like the font, text, buttons and other supporting elements present in a canvas. He then elucidated features such as object collision, point incrementation and destroy on collision. At the end of the session of the first day Mr.Ruvin Rodrigues(Technical Head- ACM) displayed the game which he had made during previous years Teknack and informed the participants that he would demonstrate the working and scripting of the game on the second day of the workshop.

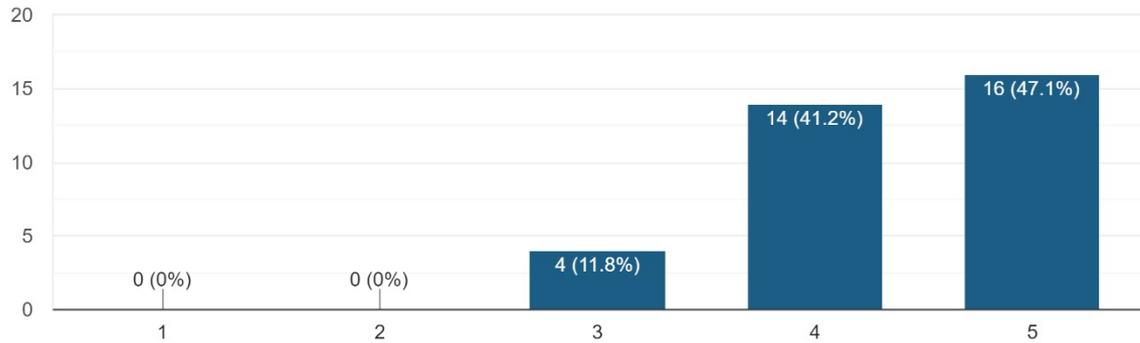
The second day of the workshop began with Mr.Ruvin Rodrigues recreating the game which he displayed in the previous session and also added more features to it in terms of different colliders, physics, camera and creating game objects. He also explained the importance of the inspector panel in unity engine. He demonstrated the scripting of camera following the player and also showed how to add new scenes. Further on, he shared various free resources for downloading assets and also shared a few YouTube scripting videos to help them in their game development process. Following that the participants were asked if they had any queries or if they wanted them to explain some other concepts too. Both Mr.Grejo Joby and Mr.Ruvin Rodrigues handled the questions with utter diligence and precision. The participants were then asked to think of at least 3 game ideas in the increasing order of their priority.

Lastly the participants were requested to fill the feedback form which was circulated on the WhatsApp group marking the end of the hands-on workshop.

FEEDBACK ANALYSIS:

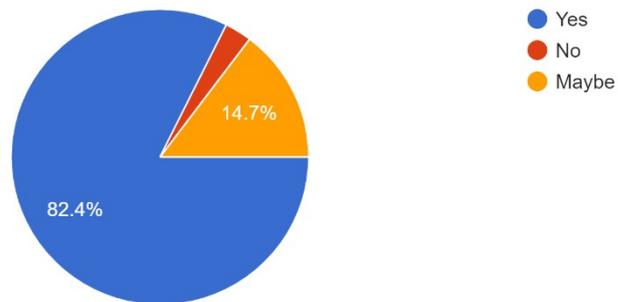
How satisfied were you with the event?

34 responses



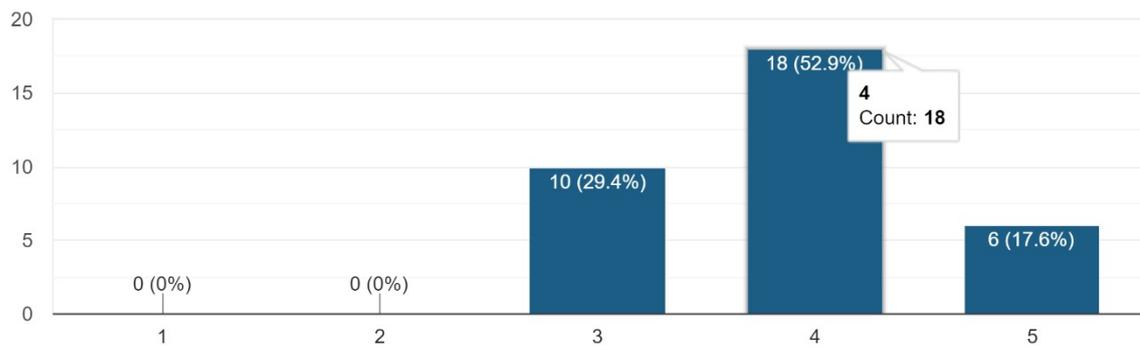
Was the content of the event adequate enough to get you started with the game development process?

34 responses



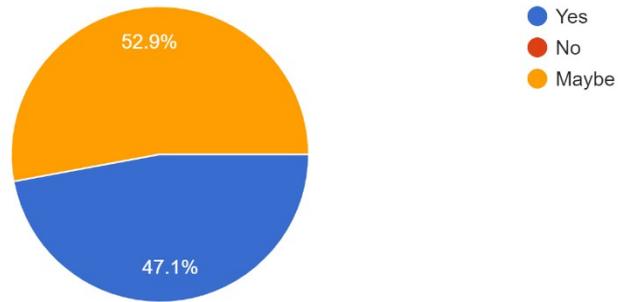
How well did you understand the basics of Unity Engine?

34 responses

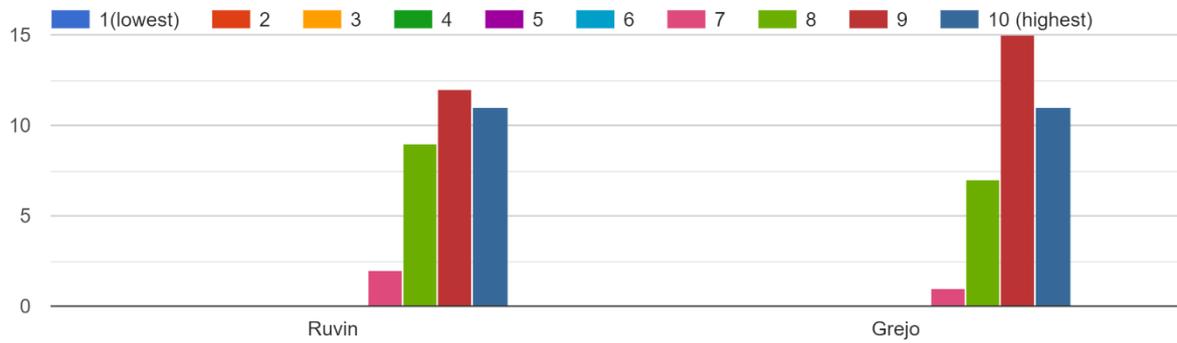


Will you be able to make a game by yourself?

34 responses

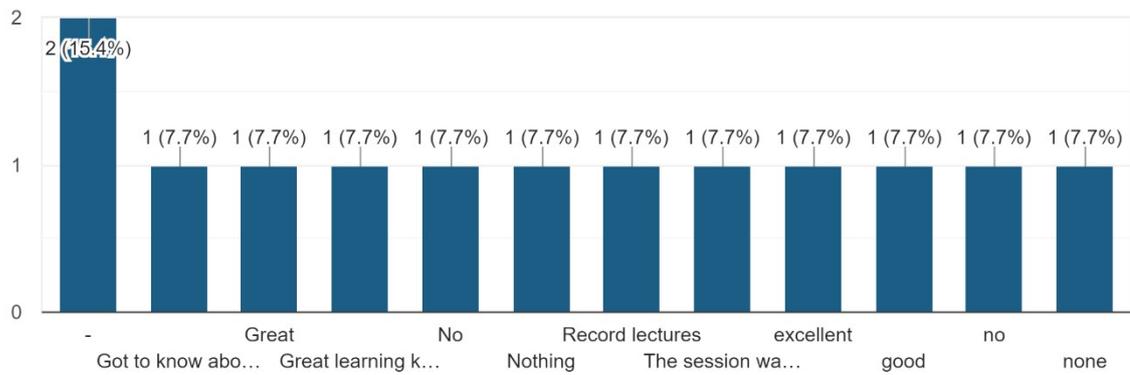


Rate your speakers on a scale of 1 to 10



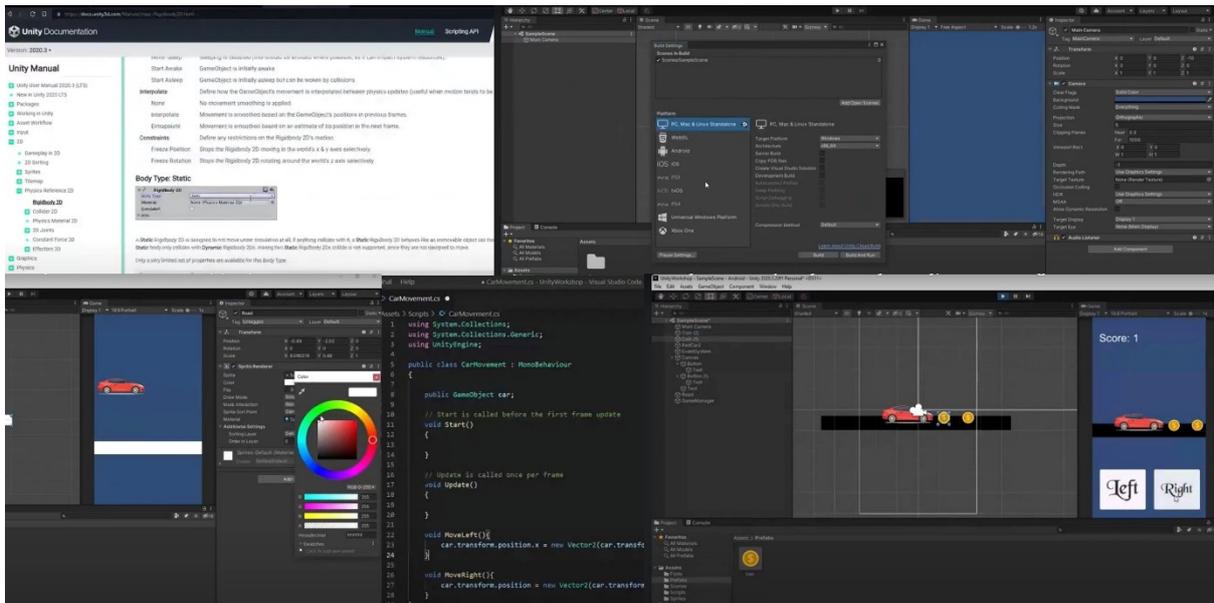
Any overall feedback for the event?

13 responses

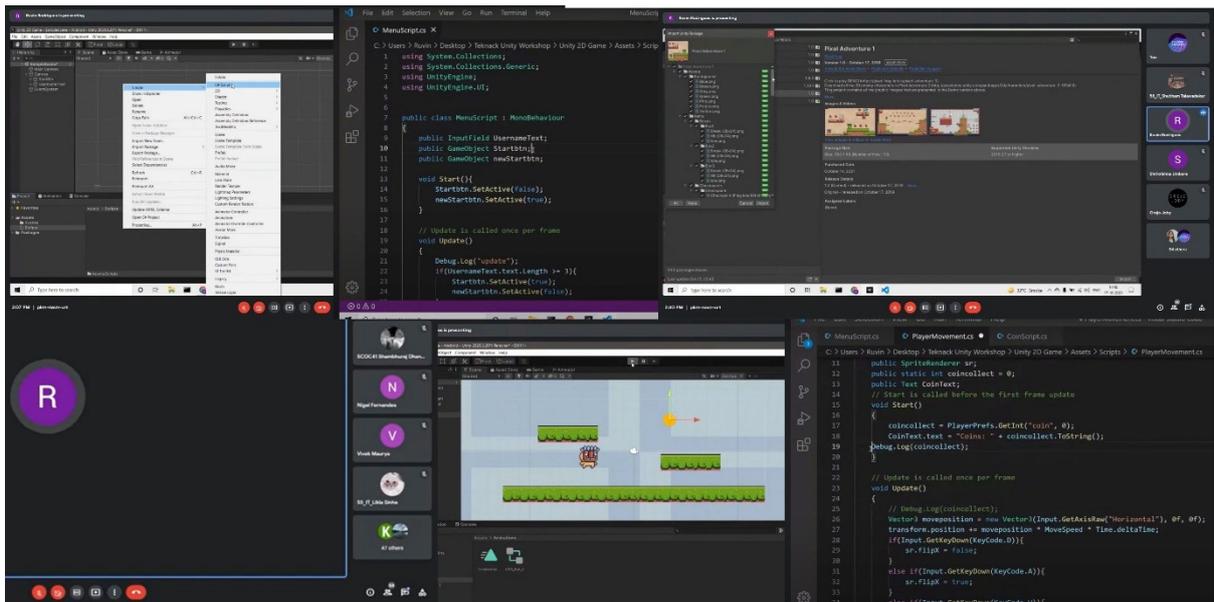


SNAPSHOT OF THE EVENT:

DAY1:



DAY2:



POSTER:

TEKNACK 2022

Unity workshop

GAME DEVELOPMENT WORKSHOP

16 & 17 OCT 2021

2 PM TO 5 PM

SOME FEATURES OF UNITY ENGINE

- INTUITIVE TOOLS
- RAPID WORKFLOWS FOR 2D AND 3D GAMES

+919167590354

dbit.acm.org

Twitter, Facebook, Instagram icons

REGISTRATION DETAILS:

Name	Email	Department	Year
Shubham Ramesh Talawadekar	shubhamtalawadekar2002@gmail.com	IT	SE
Royce Vaz	vazroyce16@gmail.com	Computer	SE
Hrshikesh Pramod Panigrahi	hrshikesh.panigrahi38@gmail.com	Computer	SE

Kevin Geejo	kevingeejo02@gmail.com	IT	SE
Shrikrishna laxman umbare	shrikrishna2002umbare@gmail.com	Computer	SE
Madhavi Purohit	maadhavipurohit@gmail.com	Computer	SE
Crezel Mendonca	crezelmendonca@gmail.com	Computer	SE
Sahil Shelke	saahil.shelke@gmail.com	Computer	SE
Momin Mohammad Mughees	mohdmughees.mm@gmail.com	Mechanical	SE
Siddharth Dhaigude	sd8capricon@gmail.com	Computer	SE
Akshay Mohan Shekate	shekteakshay@gmail.com	Computer	SE
Alan Fernandes	alanferns19@gmail.com	Computer	SE
Tiffany Jesus Nadar	jtiffany688@gmail.com	Computer	SE
Abhiraj Sanjay Mane	abhirajmane2003@gmail.com	Computer	SE
Aashish Jha	aashishjha8080@gmail.com	Computer	SE
Rhea Dsouza	rheadqs@gmail.com	IT	SE
Om Avinash jannu	omjannu2002@gmail.com	IT	SE
Deep patel	pateldeep.24520@gmail.com	EXTC	SE
Leona Varghese	leonavarghesewh@gmail.com	Computer	SE
Pratham Amare	prathamamare03@gmail.com	EXTC	SE
Sahaya Lebisha	lebishanadar@gmail.com	Computer	SE
Lavena Babu	lavenababu@yahoo.com	IT	SE
Lovely Varshney	lovelyvarshney2001@gmail.com	EXTC	SE
Sharlene Misal	misal.sharlene@gmail.com	Computer	SE
Bhagyesh Manjrekar	manjrekarbhagyesh@gmail.com	EXTC	SE
Andrea Alvares	andreaalvares1221@gmail.com	Computer	SE
Soham Chavan	sohamchavsn03@gmail.com	Computer	SE
Bipin Dinesh Giri	bipingiri0085@gmail.com	Computer	SE
Riean Esteves	riecad123@gmail.com	IT	SE
Sanskar Kumar	sanskarkumar2017@gmail.com	EXTC	SE
Manish Mangesh Shingre	shingre.manish11@gmail.com	Computer	SE
Vedant Gajbhiye	vdntgajbhiye@gmail.com	EXTC	SE
Sakshi Sanjay Jeughale	sakshi55jeughale@gmail.com	Computer	SE
Smriti Sunil	smriti0310@gmail.com	Computer	SE

Report prepared by

Ms. Chryselle Fernandes

(ACM Admin Head-DBIT)

Report approved by:

Ms. Sana Shaikh

(HOD Computer Department-DBIT)