OBJECTIVE

To get subsequent understanding of game design and development, which includes the processes, mechanics, issues in game design, game engine development, modeling, techniques, handling situations, and logic. At the end, the student will be in a position to create interactive games. To learn this course an exposure to 3D graphics principles and animation techniques are the prerequisite.

UNIT – I 3D GRAPHICS FOR GAME PROGRAMMING

Coordinate Systems, Ray Tracing, Modeling in Game Production, Vertex Processing, Rasterization, Fragment Processing and Output Merging, Illumination and Shaders, Parametric Curves and Surfaces, Shader Models, Image Texturing, Bump Mapping, Advanced Texturing, Character Animation, Physics-based Simulation

UNIT – II GAME DESIGN PRINCIPLES

Character development, Story Telling, Narration, Game Balancing, Core mechanics, Principles of level design, Genres of Games, Collision Detection, Game Logic, Game AI, Path Finding

UNIT – III GAMING ENGINE DESIGN

Renderers, Software Rendering, Hardware Rendering, and Controller based animation, Spatial Sorting, Level of detail, collision detection, standard objects, and physics

UNIT – IV GAMING PLATFORMS AND FRAMEWORKS

Flash, DirectX, OpenGL, Java, Python, XNA with Visual Studio, Mobile Gaming for the Android, iOS, Game engines - Adventure Game Studio, DXStudio, Unity

UNIT – V GAME DEVELOPMENT

Developing 2D and 3D interactive games using OpenGL, DirectX – Isometric and Tile Based Games, Puzzle games, Single Player games, Multi Player games.

TOTAL: 45

TEXT BOOKS:


REFERENCES:
6. Andy Harris, “Beginning Flash Game Programming For Dummies”, For Dummies; Updated edition, 2005.
There are three different kinds of objectives: **ObjectiveReachPoint**, **ObjectiveKillEnemies**, **ObjectivePickupItem**. You can easily customize their scripts or even create your own objectives. 1. By default, the objective of the MainScene is to eliminate all the enemies. Let’s change that to only two enemies. 2. Open the MainScene, and in the Hierarchy window click once on the GameObject named ObjectiveKillEnemies. Type caption for image (optional). 3. In the Inspector window, find the Objective Kill Enemies (Script) component. 4. Uncheck the Must Kill All Enemies box. 5. Set Kills To Complete Ob... You’ll create a third-person shooter game. First, you’ll create a basic engine for the game containing all the required objects, such as cameras, lights, terrains, and animated models. Our analysis of the differences between C# and Objective-C, as well as the respective environments of the source and target platforms, enabled us to develop useful techniques for translating code and reimplement the framework with iOS libraries. Throughout the iterative development, we perfected the workflow for producing, using and publishing a static library with Xcode.
This course will teach you both the Swift & Objective-C programming languages and how to build iOS mobile apps. 

App Number 2 - Boxing Champion Game! - Part 1. 36:36. In these tutorials, Students are going to create their second iOS Applications in Objective-C. Students are going to also Master the Basics of iOS Programming.

App Number 2 - Boxing Champion Game! - Part 2. 22:23. In these tutorials, Students are going to create their second iOS Applications in Objective-C. Students are going to also Master the Basics of iOS Programming.

App Number 2 - Boxing Champion Game! - Part 3. 12:22. In these tutorials, Students are going to create their second iOS Applications in Objective-C. Students are going to also Master the Basics of iOS Programming.

App Number 2 - Objective C Projects for £20 - £250. developing action game for iOS platform...Â I am freelancer programmer game, my experience is with Unity & libgdx & cocos2d-x & Adobe AIR: Minigames made completely (only programming) with libgdx for Android: [login to view URL] More. £444 GBP in 15 days. (0 Reviews). 0.0. Looking to make some money? project Closed. Your email address. The third article in a series to discuss Unity 3D and how to get started with your own 3D projects.Â Introduction to Game Programing: Using C# and Unity 3D (Paperback) or (eBook) is designed and developed to help individuals that are interested in the field of computer science and game programming. It is intended to illustrate the concepts and fundamentals of computer programming. It uses the design and development of simple games to illustrate and apply the concepts.