**Department: CSE | Date: 02nd to 7th ,March 2020**

## A Three-Day Workshop
## on
## "Game Development Using Buildbox"
### Mr. Sk. Gouse Peer and Mr. C. Satish Kumar
### APSSDC, Govt. of Andhra Pradesh
### 02nd to 07th March,2020

A Three-Day Workshop on **"Game Development Using Buildbox"** was organized by department of Computer Science and Engineering of Sree Vidyanikethan Engineering College for II B.Tech CSE students from 02nd to 4th March 2020 (Batch-1) and 05th to 7th March 2020(Batch-2) in collaboration with APSSDC.

The objective of the workshop is to acquire knowledge on developing 2D games by using Buildbox application that does not require any programming language. Students have learnt how to install, configure and the Standard Operating Procedure (SOP) of the software and its supporting resources. Students have learnt

- About inserting Characters
- Updating action animations
- Character game plays Settings
- Inserting Objects

The software offers 26 platforms that enable to create different varieties of game environments. Student have practiced and demonstrated applying Effects, Logic, Labels, Light, Transform, Default Font, Trial, Portal, Flag, Gate-Kepper, Particle, Path, Mirror, Menu Jump, Action, Inserting Coins, Powerups, Reward Coins, Editing Menu Page, Mapping the user interfaces using menu editor.

Program was organized in two batches consisting of 68 students and it was coordinated by **Dr. M. Sakthivel**, Assoc. Professor, **Ms. K. Vidhyavathi**, Asst. Professor and **Mr. N. Bala Krishna**, Asst. Professor, Department of Computer Science and Engineering.

The resource persons are experienced trainers from APSSDC, Govt. of Andhra Pradesh. They interactively demonstrated, taught and inculcated to the students the working with the application. The feedback from participants has been taken to understand and analyze the resource persons' domain knowledge, content delivery, and interaction during the workshop, can enable the department to organize such workshops in future. Overall, the event was successful.

**Outcomes:**

➢ Students gained knowledge on developing a 2D Game using Buildbox.

➢ It helped students to develop creative thinking and imagination skills.

**Mentors clarifying doubts and Students developing 2D Games**




**Participants and Faculty organizers with Mentors**