Department: IT | Dates: 22ⁿᵈ – 27ᵗʰ March,2021
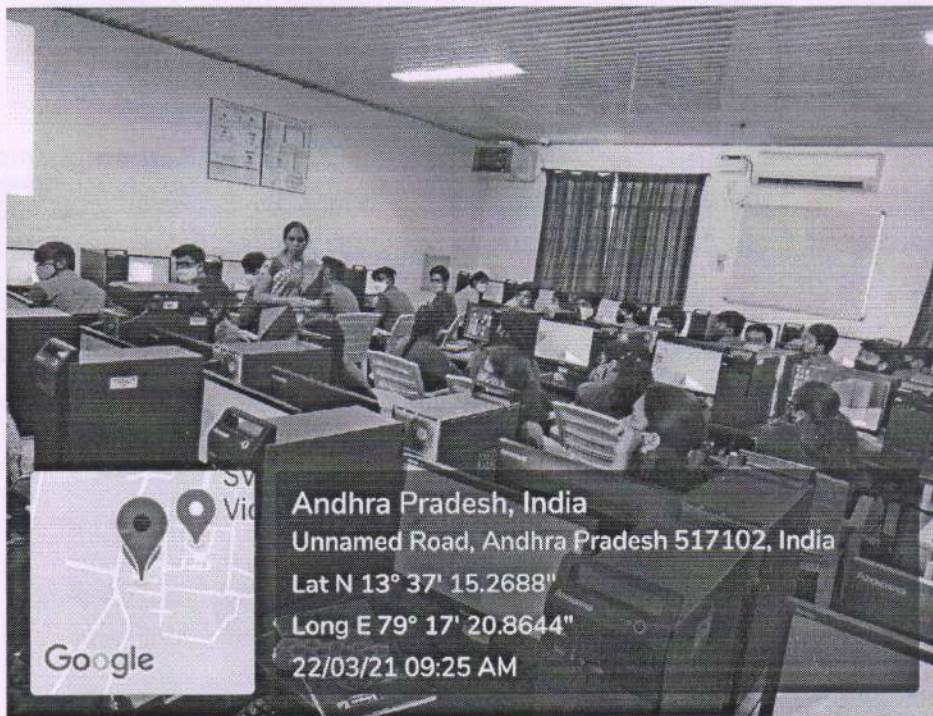
Six Day Workshop on "Game Development using BuildBox"

Department of Information Technology organized a Six day Workshop on **"Game Development using BuildBox"** in association with APSSDC during March 22-27, 2021 at Sree Vidyanikethan Engineering College, A. Rangampet. About 70 Students of II B. Tech IT actively participated and gained useful information from all the sessions.
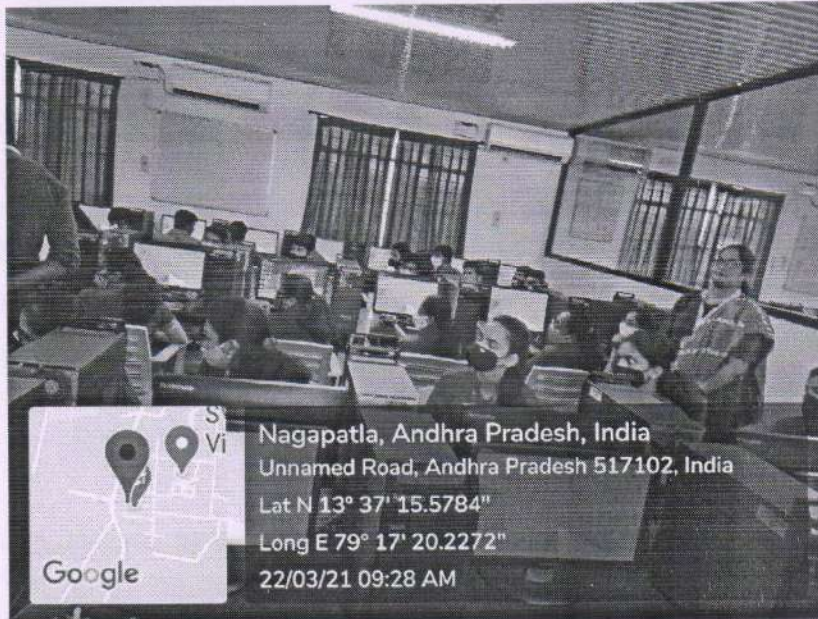
Day 1:

Dr. K. Ramani, HoD & Professor of IT, SVEC welcomed the resource persons **Ms. Shaik Sajida**, **Ms. Chintala Kamala Kumari** and **Mr. M Gousepeer** of APSSDC.

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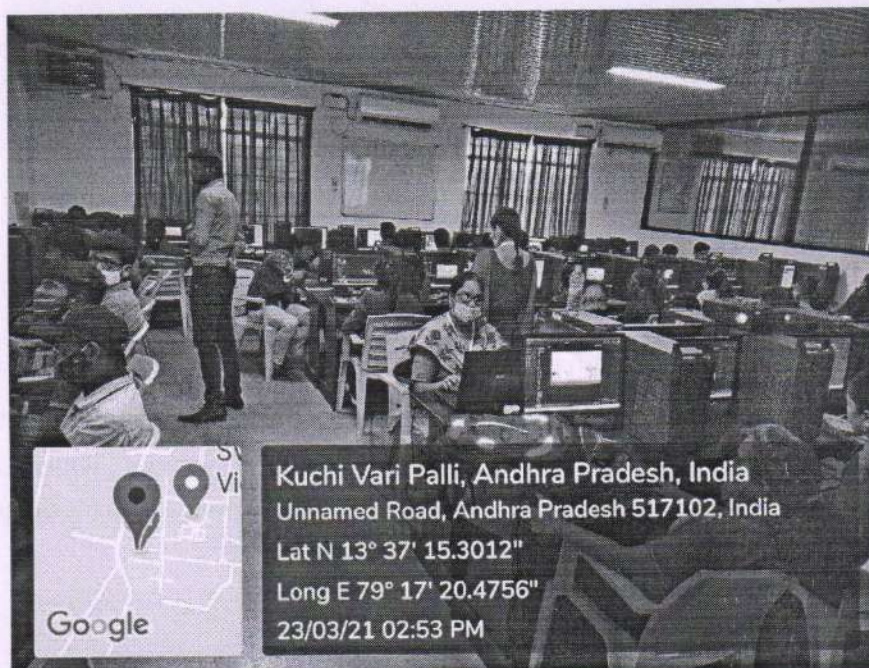**Dr. K. Ramani, HoD & Professor of IT, SVEC welcoming the resource persons**

Ms. Shaik Sajida discussed introduction to Gaming, types of genres, and Game Engines. She gave guidelines to participants regarding the installation and basic settings of Buildbox software. She illustrated the Game Assets and how to download the Assets which are used in computer/mobile games to create characters, objects, sound effects, maps, environments, etc.

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Ms. Shaik Sajida, delivering installation process and basic settings of BuildBox

Day 2:

The resource persons from APSSDC, **Ms. Shaik Sajida, Ms. Chintala Kamala Kumari** and **Mr. M Gousepeer** guided the students to do the following things while developing a game using Buildbox: Character Collision shape and Scene Editor Button (Frame Settings), Animations, Object Instances (Enemies, Physics Object, etc), Animations, Object Types, Linear Velocity, Object Properties (Destroy and Collision), Sub-object custom components (spawner), Character custom components (Health and Damage), and Changing Scenes background.

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Mr. Gousepeer and Ms. Chintala Kamala Kumari guiding the students in lab session.

Day 3:

Ms. Chintala Kamala Kumari delivering a lecture on "Effects, Logics, Character custom components in Buildbox". She demonstrated the same and participants practiced it in the lab session.

Ms. Chintala Kamala Kumari delivering "Effects, Logics, Character custom components".
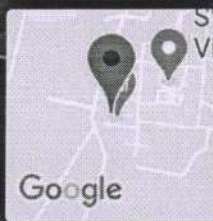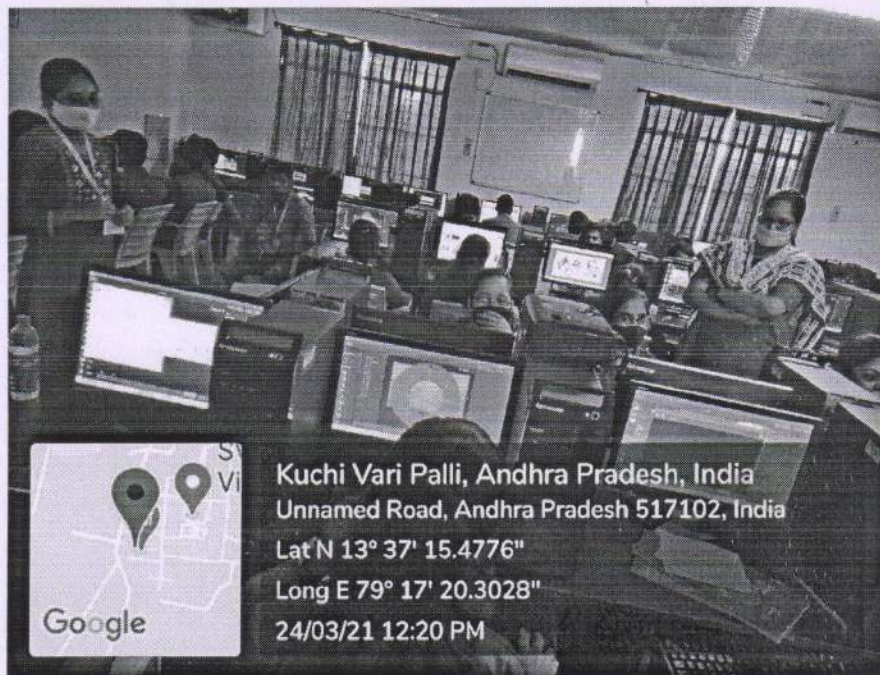
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Ms. Chintala Kamala Kumari and Ms. Shaik Sajida guiding the students

Day 4:

Ms. Chintala Kamala Kumari explaining "One-Way Collision, Destroying Effects, and Action animations" to the participants.

Ms. Chintala Kamala Kumari delivering "One-Way Collision, and Action animations"

Ms. Chintala Kamala Kumari and Ms. Shaik Sajida guiding the students in lab session.
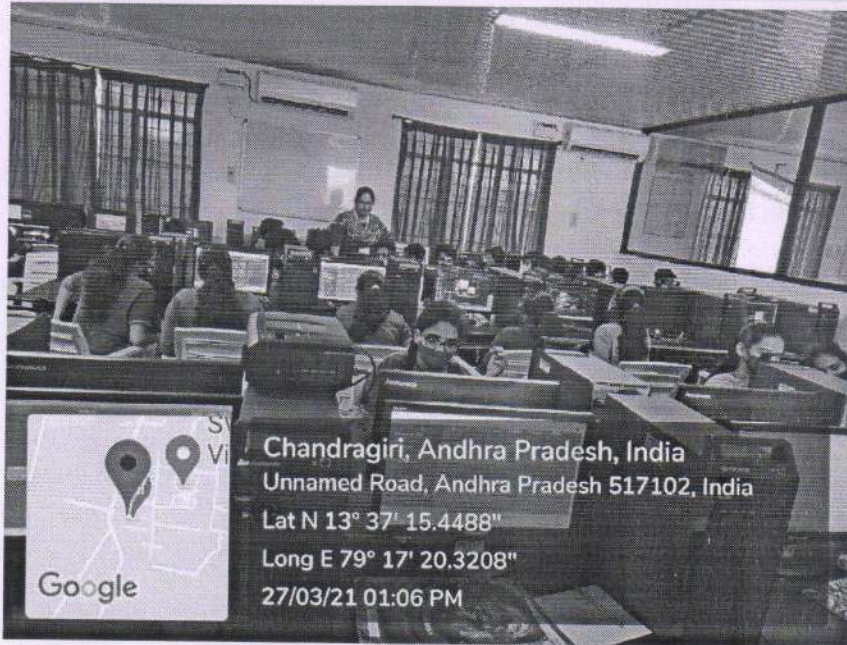
Day 5:

Ms. Chintala Kamala Kumari explaining how to use different types of Effects (Light, Trail, Flag, Particle, and Mirror) while developing the games.
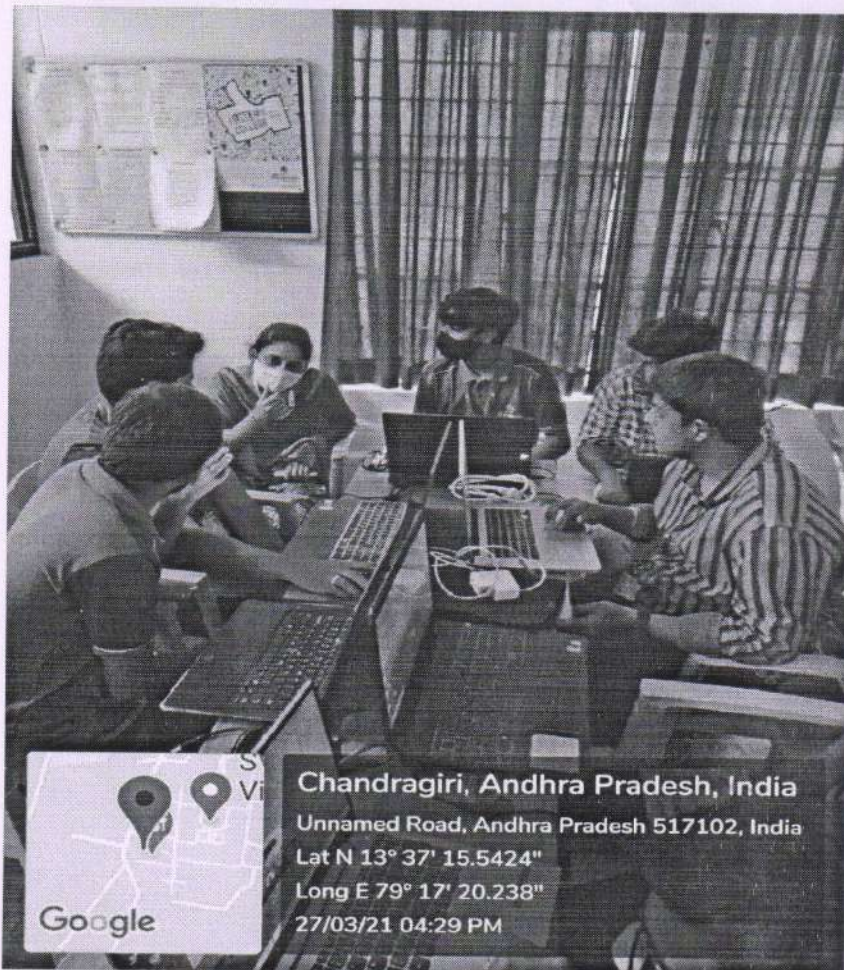

Ms. Chintala Kamala Kumari delivering "different types of Effects"

Day 6:

Ms. Shaik Sajida, explaining the concept "Game Mind Map". She demonstrated how to create user interface, screens and exploring the game.

Ms. Shaik Sajida, delivering "Game Mind Map"

Ms. Chintala Kamala Kumari guiding the students in lab session

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Group photo of HoD IT, Resource persons, Coordinators, and Students participated in the Workshop on "Game Development using BuildBox"

Dr. K. Ramani, HoD of IT appreciated the resource persons for their effort in delivery good inputs in the workshop and participates for their patience listening. Finally workshop is concluded with a vote of thanks given by Dr. V. Jyothsna, Assistant Professor of IT.

Mr. P. Srinivasa Reddi Associate Professor of IT **and Dr. V. Jyothsna,** Associate Professor of IT were the coordinators of this Workshop.

Outcomes of One Week Workshop:

- The participants are demonstrated knowledge on characteristics of game business, and familiarity with game development tools.
- They analyzed the game models and select appropriate game characters, Actions, and Effects.
- They designed and developed Game Mind Maps using Build Box.

K. Ra

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