



# ADITYA COLLEGE OF ENGINEERING & TECHNOLOGY

Permanently Affiliated to JNTUK, Kakinada \* Approved by AICTE, New Delhi \* Accredited by NAAC  
Recognized by UGC Under section 2(f) and 12 (B) of UGC Act 1956  
ADB ROAD, ADITYA NAGARA, SURAMPALEM-533437

## Department of Computer Science and Engineering

Date: 30.06.2019.

To  
The Principal  
Aditya College of Engineering & Technology  
Surampalem

Respected sir,

[Through Head of the Department]

Sub: Request for your approval to organize a certification course on "2D GAMING" – reg.

It's our greatest pleasure to bring to your kind notice that, we the Department of Computer Science and Engineering would like to train our 3<sup>rd</sup> year B.Tech students in the **2D GAMING** adapted initially, with the help of our staff; as the present world is moving over the software design & simulations and also is a part of the Computer Science and Engineering. It will be more helpful to the students in theoretical and technical point of view. In this regard we are requesting your permission for further proceedings.

Resource Person : K Viveka, Asst Professor, Pragathi Engineering college

Honorarium : Rs. 3000/-

*forwarded to principal  
N. Chilam*

*Saiky*  
Course Coordinator

*N*  
PRINCIPAL  
Aditya College of  
Engineering & Technology  
SURAMPALEM- 533 437



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Date: 01.07.2019

### CIRCULAR

All the 3<sup>rd</sup> year students are here by informed that a five day program is arranged to enhance the knowledge on **2D Gaming**, as per the schedule from 22<sup>nd</sup> July ,2019. All interested students can attend the program and utilize the opportunity. The schedule is attached.

Course Coordinator: Dr.RAYI SAILAJA  
Associate Professor  
CSE Department

Head of the Department

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## Department of Computer Science and Engineering

### 2D Gaming Syllabus

1. Introduction to Gaming,
2. Unity Interface,
3. Components, GameObjects
4. Physics
5. Animations
6. Audio and Video
7. Instantiating
8. PlayerPrefs

Course Coordinator

Head of the Department

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## Department of Computer Science and Engineering

### **Schedule of 2D Gaming Syllabus:**

Day-1:

- FN Inauguration of the Program and speakers talk about the objectives of the event
- AN Introduction to 2D gaming interface for tools and options.

Day-2:

- FN Understand Unity Game design and basics of C# from scratch
- AN Learn about creating 2D artwork for games

Day-3:

- FN Learn to build 2D & 3D games both for mobile & desktop platforms
- AN Learn about storytelling features in Unity
- Learn about particle effects and animation for games using Unity


Day-4:

- FN Learn about creating user interfaces, audio, video for games
- Understand about multiplayer game experiences and procedural generated content
- AN Introduction to Player Preferences.

Day-5:

- FN Practice and doubts clarification.
- AN Valedictory

  
Course Coordinator

  
Head of the Department

  
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