The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

Computer Engineering

Report on – Unity Engine Workshop

Title: ***Unity Engine Workshop***

Date: 10th & 11th October 2024
Time: Day 1: 09:00 AM to 01:00 PM
Day 2: 02:00 PM to 04:00 PM
Venue: Mondini Hall

Target Audience: **All engineering and non-engineering students**

No. of Participants Present: 47

No. of Girl Participants Present: 12

No. of Boy Participants Present: 35

Resource Person: Mr. Joshua Menezes
Organization of Recourse Person: ACM Student Chapter
Organizing Department / Committee / Authority: ACM Student Chapter
Faculty Coordinator: Ms. Priya Kaul

Objectives:

❖ Introduce participants to game development using Unity by building an interactive project from scratch

❖ Provide hands-on experience in implementing essential Unity concepts, such as creating 3D objects, applying physics, camera control, and UI elements.

❖ Encourage active participation and engagement through trivia games, collaborative activities, and individual tasks, fostering a deeper understanding of game mechanics.

Outcomes:

❖ Participants successfully developed a functional Roll-a-Ball game, applying concepts like collision detection, prefabs, and power-ups.

❖ Attendees gained practical skills in Unity and 3D game design, enabling them to pursue further projects and explore game development independently.

❖ The workshop fostered a sense of community, with participants actively interacting with the speaker and each other, and Teknack'25 was launched successfully as a vibrant start to ACM DBIT's initiatives.

Detailed Report:

The Association for Computing Machinery (ACM) student chapter at Don Bosco Institute of Technology (DBIT) organized a two-day Unity Workshop on the 10th and 11th of October 2024. This workshop aimed to introduce students to game development using the Unity platform through a practical, hands-on approach. The sessions were led by Mr. Jigar Bhanushali, who guided participants in creating a simple yet interactive game called "Roll-a-Ball". In addition to technical learning, the event served as the launchpad for Teknack'25, an annual event hosted by ACM DBIT.

- Day 1: 10th October 2024

The workshop began promptly at 09:00 AM with Ms. Susanne Lobo, the Secretary of ACM DBIT, welcoming all the participants. She expressed gratitude to everyone present and extended a special welcome to Mr. Phiroj Shaikh (HOD- Computer Engineering Dept) and Mr. Amiya Kumar Tripathy (Professor) , both of whom are prominent figures supporting ACM DBIT's initiatives. After a brief introduction of the guests, Susanne invited them to address the participants. Both Mr. Shaikh and Mr. Tripathy shared a few words of motivation, encouraging the students to actively participate in the workshop and explore the potential of game development. Their speeches set a positive tone for the event, officially marking the inauguration of Teknack'25.
Following the inaugural remarks, the speaker for the workshop, Mr. Jigar Bhanushali, took the stage to introduce himself and the structure of the sessions. Mr. Bhanushali began by familiarizing the students with the Unity Hub and guiding them through the process of setting up a new project. His session focused on creating fundamental 3D objects, such as planes and spheres, which formed the core elements of the Roll-a-Ball game. Participants learned to apply materials and colours to these objects, manipulate lighting settings, and use 3D physics to enable movement. Mr. Bhanushali also demonstrated how to control the camera view to enhance gameplay, ensuring participants understood how to position and move the camera effectively.
The session was interactive, with participants building their projects alongside the speaker. To keep the atmosphere lively, the ACM team organized trivia games at intervals, giving participants a chance to relax and engage with each other between technical discussions. As the session came to a close, Mr. Bhanushali assigned a homework task—participants were asked to use the concepts from Day 1 to design the base scenery for their projects, which would serve as the starting point for Day 2.

- Day 2: 11th October 2024

The second day of the workshop commenced at 02:00 PM, with Mr. Bhanushali returning to the stage to address any questions or doubts that participants had from the previous day. He walked around the room, offering individual guidance and clarifying concepts, ensuring everyone was on track with their projects. Once the initial doubts were resolved, Mr. Bhanushali proceeded to introduce new concepts, focusing on enhancing the gameplay mechanics and completing the game.
In this session, participants learned to add borders around the game environment, ensuring the player's ball would remain within the designated area. Mr. Bhanushali also demonstrated how to create and place power-ups within the game, teaching participants how to implement collision detection and trigger events. These features added interactivity to the game, making it more engaging for players. Furthermore, participants explored scoring mechanisms using UI elements such as CountText and WinText, which displayed the player's progress in real-time.

Mr. Bhanushali also introduced the concept of prefabs, allowing participants to create reusable objects and streamline their project development.
Throughout the session, participants actively experimented with the new tools and techniques, receiving feedback and support from Mr. Bhanushali.

The workshop concluded with Ms. Tanisha Raorane, the Vice-Chairperson of ACM DBIT, expressing her gratitude to Mr. Jigar Bhanushali for delivering such an engaging and insightful session. Mr. Joshua Menezes (Chairperson, ACM DBIT) presented Mr. Bhanushali with a token of appreciation as a gesture of thanks for his time and effort. Additionally, the most active participant of the workshop was recognized and felicitated, highlighting the importance of active learning and participation.

The two-day Unity workshop was an enriching experience for all participants, offering them a valuable introduction to the world of game development. With its blend of practical learning, engaging trivia games, and personal interaction, the workshop created an environment where students could explore new skills while enjoying the process. The launch of Teknack'25 added further significance to the event, marking it as the beginning of a series of exciting initiatives by ACM DBIT.

The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

Snapshots of the Event:

The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

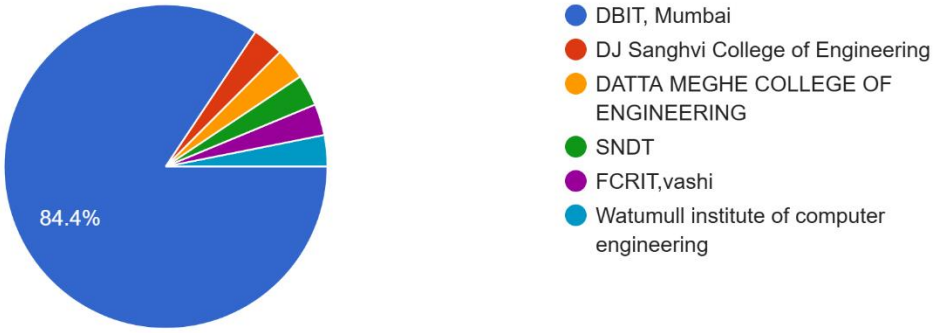
Premier Automobiles Road, Kurla West, Mumbai - 400070

Feedback Analysis:

Day 1

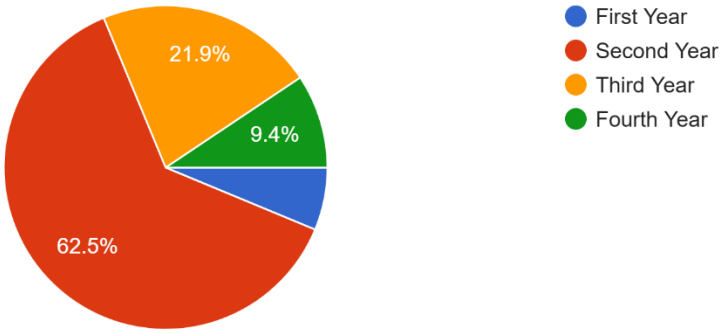
College Name

32 responses



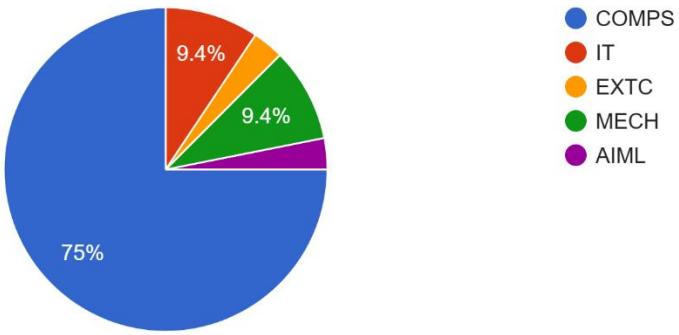
Year

32 responses



Branch

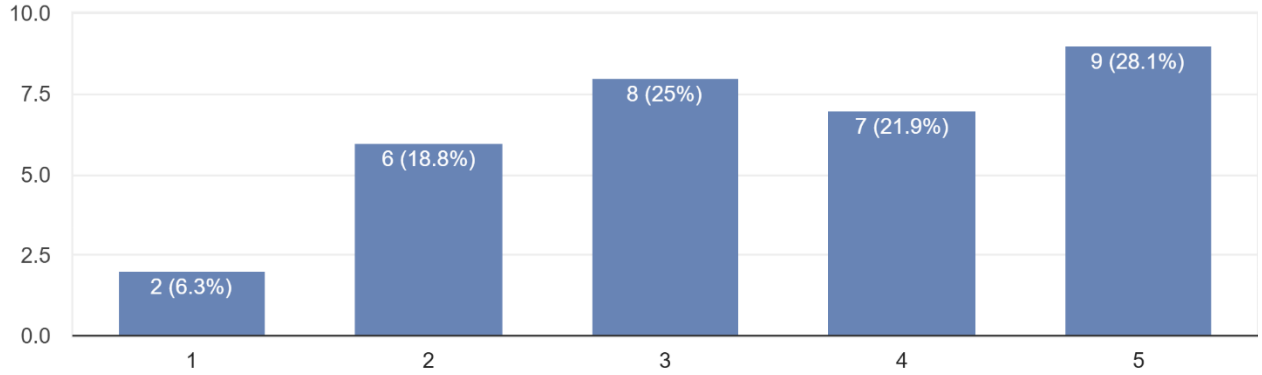
32 responses



The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY
Premier Automobiles Road, Kurla West, Mumbai - 400070

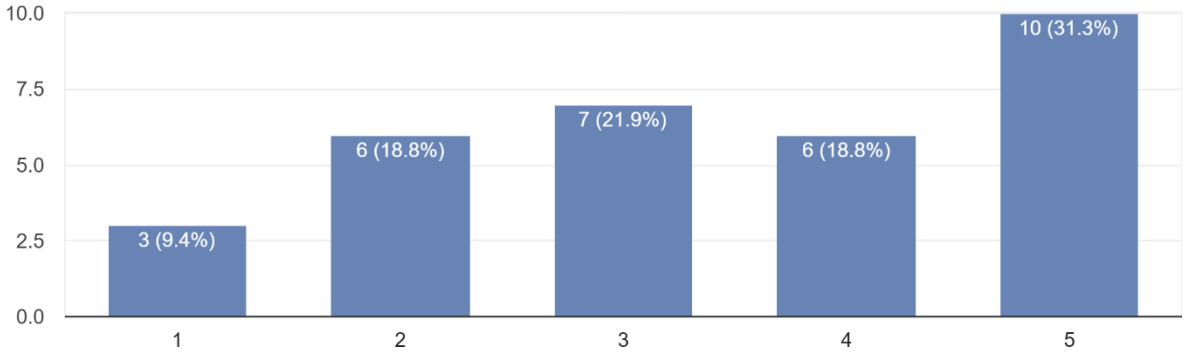
Was the session thought provoking and engaging ?

32 responses



Were all your doubts solved satisfactorily?

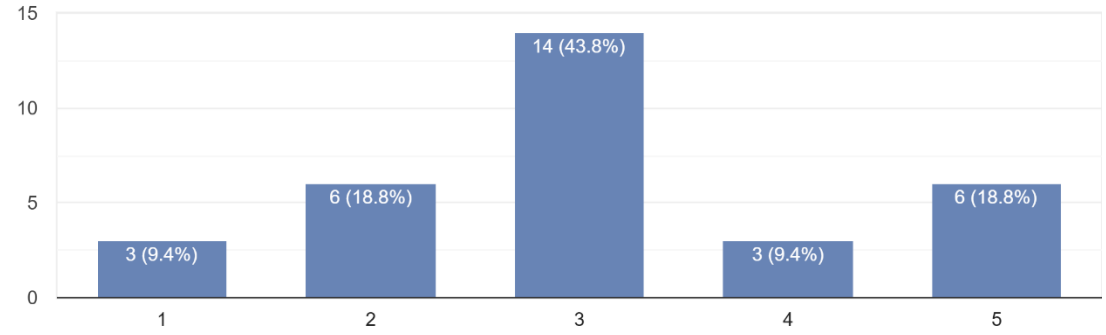
32 responses



The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY
Premier Automobiles Road, Kurla West, Mumbai - 400070

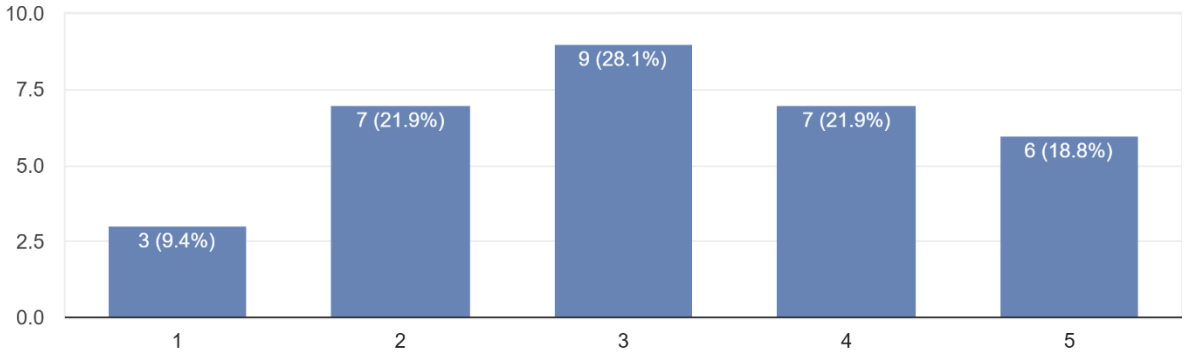
On a scale of 1 to 5 rate your understanding of topics covered in the workshop like "Overview of Unity Engine, Camera, Canvas, Inspector, Assets, UI Elements, etc"

32 responses



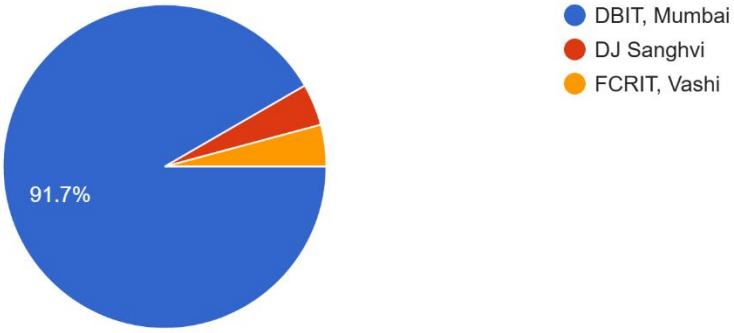
Rate Day 1 of the workshop

32 responses

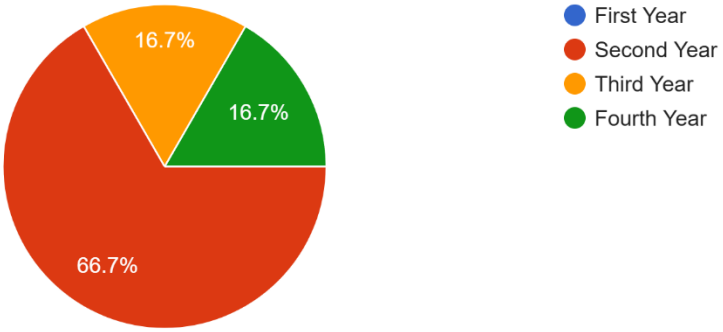


Day 2:

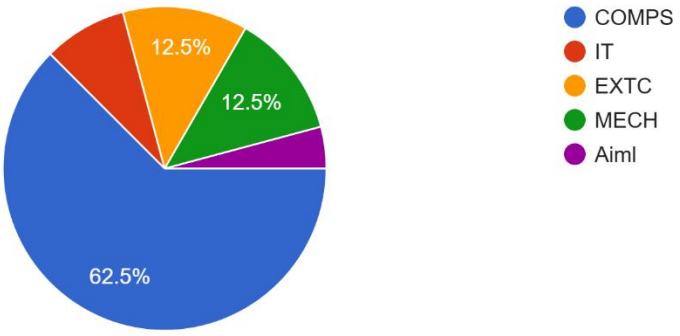
College Name
24 responses



Year
24 responses



Branch
24 responses



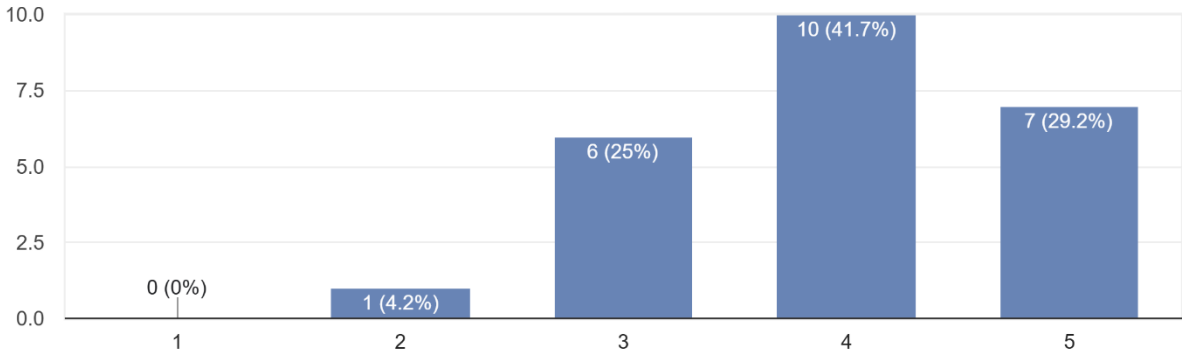
The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

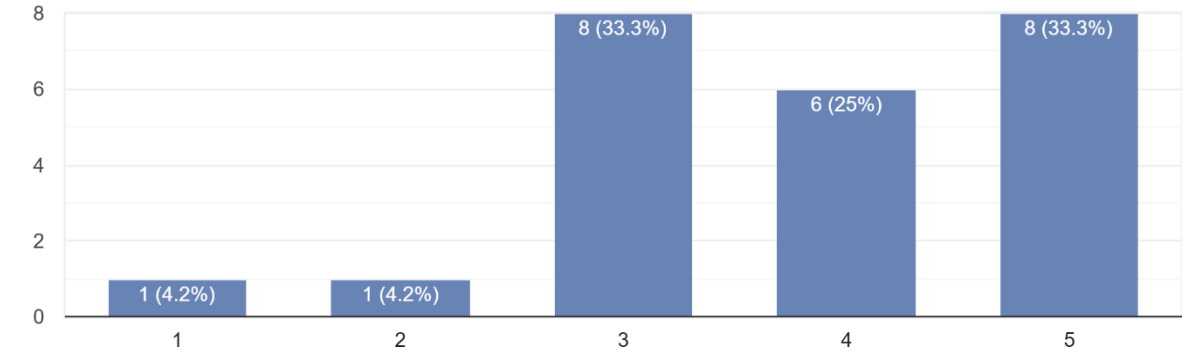
Was the session thought provoking and engaging ?

24 responses



Were all your doubts solved satisfactorily?

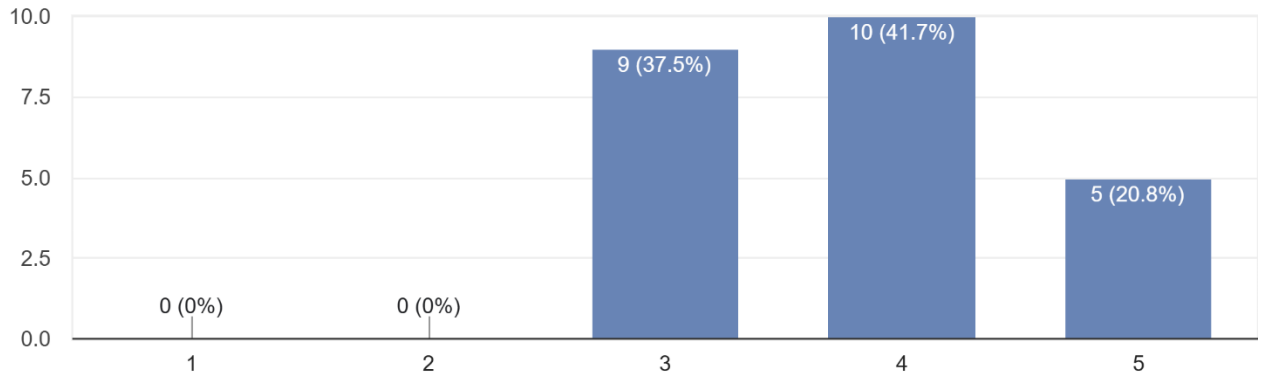
24 responses



The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY
Premier Automobiles Road, Kurla West, Mumbai - 400070

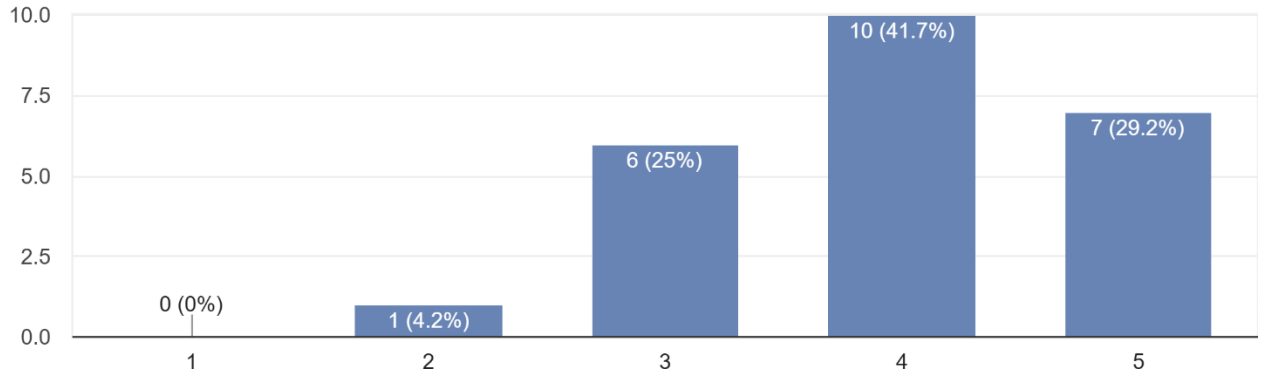
On a scale of 1 to 5 rate your understanding of topics covered in the workshop like "Scripts, Prefabs, Colliders, GameManager" etc.

24 responses



Rate Day 2 of the workshop

24 responses



The Bombay Salesian Society's

DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai - 400070

Event Poster:

Social Media Links:

ACM-DBIT:

LinkedIn: https://www.linkedin.com/company/acm-dbit/

Instagram: https://www.instagram.com/acmdbit/

Facebook: https://www.facebook.com/ACMDBIT/

Registration Details:

In case the event is open for non-DBIT students:

No. of DBIT Students: 44
No. of non-DBIT students: 3

List of students who attended the event:

S.No.	Name	College	Year	Branch
1	Aaradhya Deotale	DBIT, Mumbai	Fourth Year	COMPS
2	Aayush	DBIT, Mumbai	Second Year	EXTC
3	Aayush Jangam	DBIT, Mumbai	Second Year	EXTC
4	Abdussami	DBIT, Mumbai	Third Year	COMPS
5	Aditya Kate	DBIT, Mumbai	Second Year	COMPS
6	Alston	DBIT, Mumbai	Fourth Year	COMPS
7	Amisha Verma	DBIT, Mumbai	Second Year	COMPS
8	Andre Marshal Fernandes	DBIT, Mumbai	Second Year	COMPS
9	Anup Anant Chiplunkar	DBIT, Mumbai	Third Year	EXTC
10	Arkaprabha Ghosh	DBIT, Mumbai	Second Year	COMPS
11	Ashita Salis	DBIT, Mumbai	Second Year	COMPS
12	Bhanudas Patil	DBIT, Mumbai	Second Year	COMPS
13	Bhavin Rajesh Uttnoori	DBIT, Mumbai	Fourth Year	MECH
14	Darshan Kishor Chaudhari	DBIT, Mumbai	Second Year	EXTC
15	David	DBIT, Mumbai	Third Year	COMPS
16	Dwayne George	DBIT, Mumbai	Third Year	COMPS
17	Erica Prasad	DBIT, Mumbai	Third Year	COMPS
18	Gaurav Zambre	Watumull institute of computer engineering	Second Year	COMPS
19	helima kwana	SNDT	First Year	COMPS
20	Ishteq Ali	DBIT, Mumbai	Third Year	COMPS
21	Jiya Chaudhari	DBIT, Mumbai	Third Year	COMPS
22	Joshua Menezes	DBIT, Mumbai	Fourth Year	COMPS
23	Joshua	DBIT, Mumbai	Second Year	COMPS
24	Kadam Suyash Sanjay	DBIT, Mumbai	Second Year	COMPS

25	Kenneth Ornello	DBIT, Mumbai	Third Year	COMPS
26	Patel Abdussami Irshad	DBIT, Mumbai	Third Year	COMPS
27	Praful Prabhakar Pawar	DBIT, Mumbai	Fourth Year	MECH
28	Raghav Harshad Gohil	DJ Sanghvi	Second Year	Aiml
29	Rhea Paul	DBIT, Mumbai	Third Year	COMPS
30	rucha tatkare	DBIT, Mumbai	Second Year	COMPS
31	Ruchir Chitre	DBIT, Mumbai	Third Year	COMPS
32	Rushabh Dnyaneshwar Shelar	DBIT, Mumbai	Fourth Year	MECH
33	rushabh shelar	DBIT, Mumbai	Fourth Year	MECH
34	Rushikesh	DBIT, Mumbai	Third Year	COMPS
35	Sana Nirmal Nadulkeri	DBIT, Mumbai	Second Year	IT
36	Savin Johnson	DBIT, Mumbai	Second Year	IT
37	savs johnson	DBIT, Mumbai	Second Year	IT
38	Serena Gomez	FCRIT, Vashi	Third Year	COMPS
39	Shaun Menezes	DBIT, Mumbai	Third Year	COMPS
40	Shaun Rodrigues	DBIT, Mumbai	Second Year	COMPS
41	Shreya	DBIT, Mumbai	Second Year	COMPS
42	Shreya Chakraborty	DBIT, Mumbai	Third Year	COMPS
43	Shrusti Kale	DBIT, Mumbai	Fourth Year	COMPS
44	Suraj Rajesh Naik	DBIT, Mumbai	Second Year	COMPS
45	Vedant Ghag	DBIT, Mumbai	Third Year	COMPS
46	Yash Shankar Khatpe	DBIT, Mumbai	Second Year	COMPS
47	Zaid Khan	DBIT, Mumbai	Third Year	COMPS

Report Prepared By:

Name of the Student: Ms. Erica Prasad

Post of the student: Admin Head (ACM-DBIT)

Report Approved By:

Name of the Faculty: Ms. Priya Kaul

Post of the Faculty: Faculty Coordinator (ACM -DBIT)