



Don Bosco Institute of Technology, Mumbai-400070



Department of Computer Engineering

Report on: Teknack Induction Meeting

Title : Teknack Induction Meeting

Date : 11 October 2023

Time : 08:00 pm

Venue : Online Meeting

Participants Present : 77

Resource Person : Mr. Yashas Khot

Organizing Department / Committee / Authority : ACM Student Chapter

Faculty Coordinator : Mr. Imran Mirza

Objective:

- ❖ To provide a comprehensive timeline overview of Teknack
- ❖ To explain the necessary prerequisites for the workshop.
- ❖ To explain the installation and activation of the license for the Unity Game Engine.

Outcome:

- ❖ Structured roadmap unveiled six distinct phases for Teknack, promising unique learning experiences in game development.
- ❖ Upcoming workshops by The Game Institute of India set the stage for foundational insights into gaming on October 13th and 14th.
- ❖ Highlighted key dates and mentorship availability for ideation, review meetings, and game concept refinement.

- ❖ Technical breakdown by Mr. Sahil Shelke equipped participants with Unity engine installation know-how.

REPORT:

On 11th October 2023, the ACM student chapter conducted an online induction meeting to commence the development process of Teknack 2024. Its purpose was clear-cut: to provide a comprehensive understanding of Teknack's framework, timelines, and essential requirements for engaging in this gaming initiative. The session kicked off at 8 pm with Mr. Siddharth Dhaigude (Technical Advisor-ACM DBIT) painting a picture of Teknack's journey. He laid out the roadmap, split into six phases: Training, Ideation, Initial Development, UI Enhancement, Final Development, and the ultimate game Deployment.

An important aspect highlighted was that The Game Institute of India had scheduled informative gaming workshops on October 13th and 14th which come under the training phase of Teknack. These workshops aim to serve as the starting point, nurturing emerging ideas and providing valuable insights into the world of gaming.

The ideation phase involves the preparation of a presentation containing three gaming ideas, to be presented before a panel of mentors. Upon approval, participants will proceed to develop the chosen game idea from December to January. During the initial development and UI enhancement phase, participants can experiment with their ideas using the Unity game engine. Throughout this process, mentors assigned to each group will be available to offer guidance and suggestions. Subsequently, the final development phase will focus on applying finishing touches and addressing any identified bugs before the game is ready for deployment in the Deployment phase.

Key dates were emphasized: ideation commencing on October 29th, along with review meetings scheduled for mid-January for UI/ performance enhancement if any, and early February for the deployment of the game.

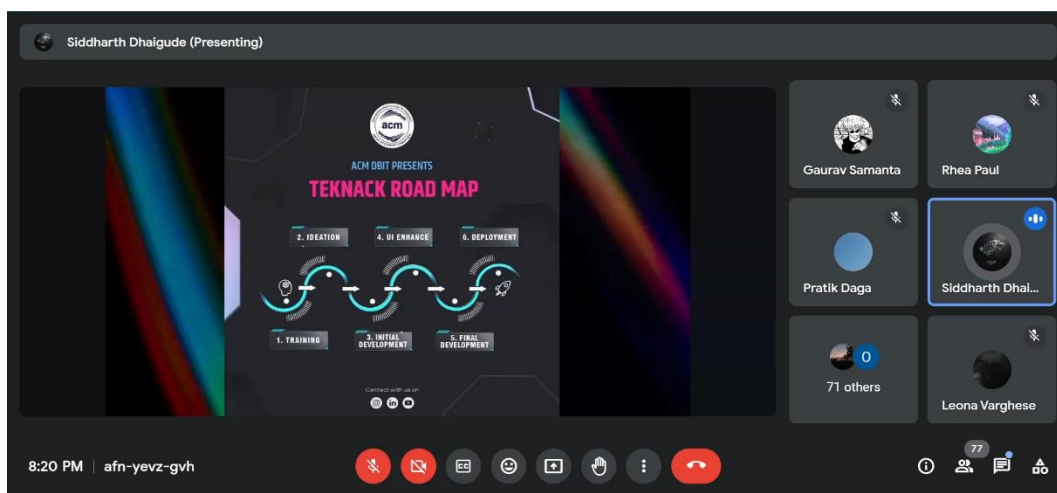
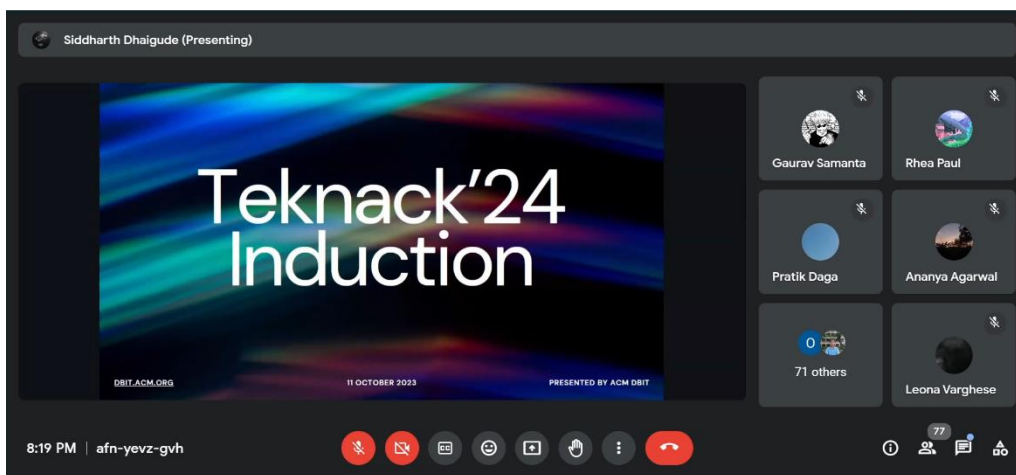
Transitioning the focus, Mr. Sahil Shelke from BE Comps undertook the responsibility of explaining the technical facets, particularly detailing the procedural steps necessary for installing the Unity game engine and procuring its essential license.

This comprehensive breakdown served as a preparatory guide, empowering participants with the requisite tools and knowledge needed.

As the meeting drew to a close, an interactive Q&A session began, creating a space to clear up any uncertainties. This forum served as a platform for clarifications and exchange of ideas. Notably, the facilitators offered a recorded version of the session, thoughtfully ensuring accessibility and reference for those who might have missed or desired a review of the discussions held.

In essence, the Induction Meeting served as a bright starting point, setting the stage for an adventure filled with innovation and creativity. It armed participants with vital knowledge, timelines, and technical insights necessary for their upcoming journey into game development under Teknack 2024.

Pictures:



Siddharth Dhaigude (Presenting)

IDEATION
STARTS FROM 29TH
OCTOBER

8:22 PM | afn-yevz-gvh

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Siddharth Dhaigude (Presenting)

Unity Installation
Overview

8:24 PM | afn-yevz-gvh

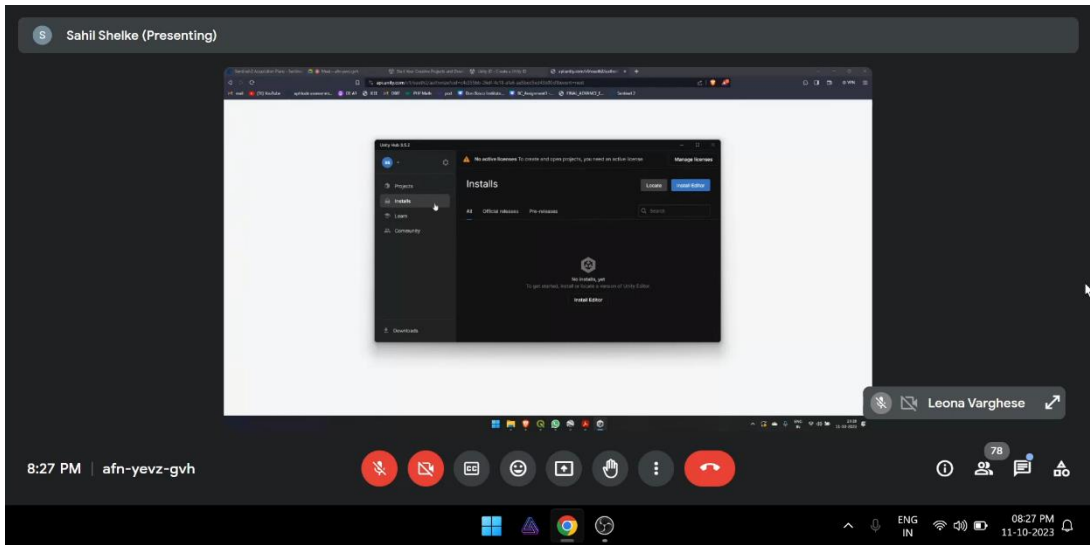
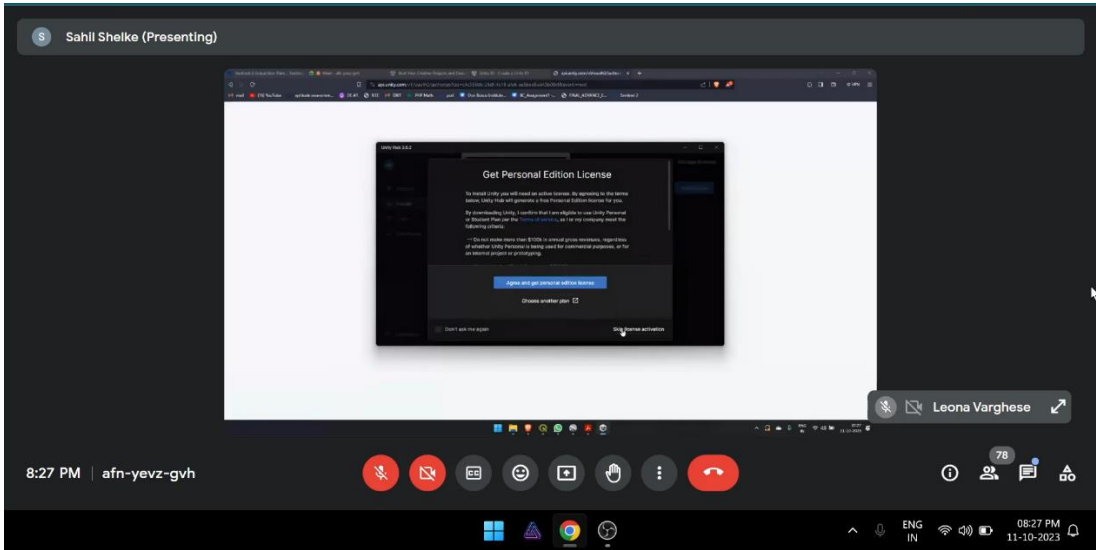
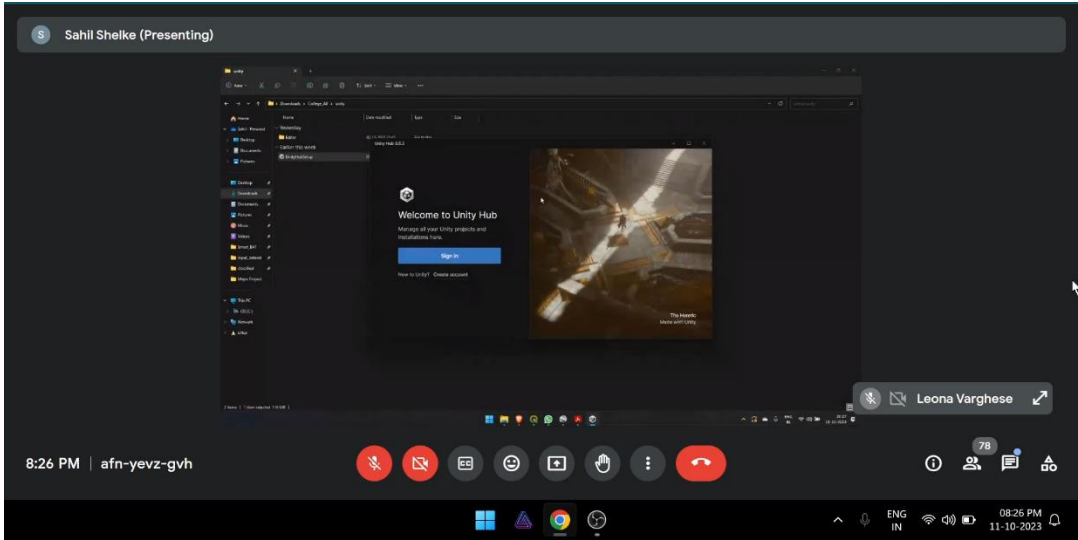
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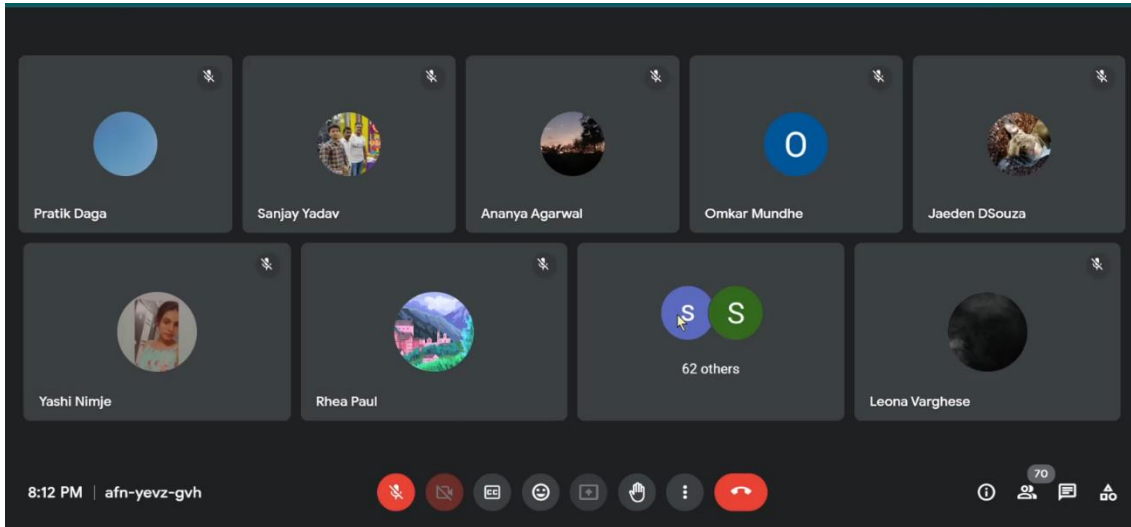
Sahil Shelke (Presenting)

Unity

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