EVENT DESCRIPTION:

Mr. Gulam Khan, Game development Experience-8 years Former winner of EA games Mega-thon and founder of BRO CORE studios & The LAST AV GAME PRODUCTIONS will be mentoring our event.

Rules:

✓ The participation fee will be 150/- per head.
✓ Participants can either participate solo or in groups.
✓ Maximum group size is three.
✓ Laptops are mandatory and participants must have at least one laptop per team.

NOTE:

▪ Free snacks will be provided on both the days.
▪ Attendance will be provided for both the days

OUTCOME:
By the end of the event students will:

1. Make a game along with the everyone & under the guidance of the mentor.
2. Get a chance of publishing their game for free on the Internet.
3. Best team will get a free pass to participate in GAME JAM EVENT at BIRLA PLANETORIUM hyd next year.
4. Get goodies from The MAKERS Club.
5. Receive Their Participation Certificates.

GAME DEVELOPMENT WORKSHOP SCHEDULE

(A complete two days hour-by-hour schedule)

(DAY-1):

S.NO	SESSION TIME	SESSION CONTENT
1)	10:30 am to 11:00 am	Introduction to Game Development
2)	11:00 am to 11:10 am	A short 10 minutes Break
3)	11:10 am to 12:40 pm	**Session-1:** main topics – (Standards of Game Development and Game Engines)
4)	12:40 pm to 1:20 pm	Lunch Break
5)	1:20 pm to 2:50 pm	**Session-3:** Main topics- (Tools usage, coding player assets, Basic examples)
6)	2:50 pm to 3:00 pm	A short snacks break
7)	3:00pm to 4:00 pm	**Session 3:** Main topics- (finishing, previewing, Debugging, Recreating and Testing)

END OF DAY ONE

(DAY-2):

S.NO	SESSION TIME	SESSION CONTENT
1)	10:20 am to 11:40 am	**Session 4:** Miscellaneous topics and Promotion and Publishing.
2)	11:40 am to 12:00 am	Brain Storming Session
3)	12:00 pm to 12:40 pm	Activity Session it includes (Pitching ideas, doubts solving)
4)	12:40 pm to 1:20 pm	Lunch Break
5)	1:20 pm to 3:50 pm	**Session 5:** Developing a Game(project) on their own under the Mentor's guidance /help.
6)	3:50pm to 4:05 pm	Closure of the event and distribution Participants certificates

THE END