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Event Name	Build Your Game with Sourav K
Date	04/12/2024
Time	2:10PM – 4:10PM
Venue	M302 & S107
Number of Students Attended	65
Number of Faculty Members Attended	1
Faculty Coordinator	Dr. Jagruthi H
Event Organize	Nishit R Kirani Vyshak T M D S Harshith Parikshit M Rao Rohan M R Abhigna Shetty Rachana Mysore Ashwin Mysore Ritwik Radesh Sripada Srija Rani

BUILD YOUR GAME WITH SOURAV K

EVENT REPORT



ORGANIZERS: Nexus Community
VENUE: M104

DATE: 4 December 2024
TIME: 1:40 PM - 4:40 PM

INTRODUCTION

The Nexus Community of BNMIT hosted an engaging and educational event titled Build Your Game with Unreal Engine 5. This workshop was designed to provide students with an introduction to game development and to familiarize them with Unreal Engine 5, a leading platform used by industry professionals for creating stunning and immersive games. Students were taken on an exciting journey where they learned to design and develop a fully functional zombie game. The session emphasized hands-on learning, creativity, and problem-solving, equipping participants with practical skills in game design and AI implementation. The event also fostered collaboration and teamwork among attendees, making it a holistic learning experience.

EVENT OBJECTIVES

The workshop aimed to:

- Provide an overview of Unreal Engine 5 and its applications in the gaming industry.
- Teach students the basics of game development, including level design, asset creation, and scripting.
- Introduce AI mechanics by developing a game where zombies follow the player.
- Encourage creativity and innovation in developing interactive digital content.
- Promote collaborative learning and team-based problem-solving.

SESSION OVERVIEW

1. Getting Started with Unreal Engine 5

The session began with an introduction to Unreal Engine 5. Participants learned about:

- **User Interface:** Navigating the platform and understanding the layout of tools and menus.
- **Key Features:**
 - Nanite for managing high-quality assets without performance trade-offs.
 - Lumen for real-time global illumination and lighting effects.
 - Tools for creating animations, visual effects, and 3D models.
- **Setting Up the Environment:** Step-by-step guidance on initializing a new game project.

2. Fundamentals of Game Design

Students were introduced to essential principles of game development:

- Designing levels and creating immersive environments.
- Using Unreal Engine's Blueprint Visual Scripting for non-coding implementation of game logic.
- Integrating assets, textures, and animations into the game.
- Adding interactivity through user inputs and game mechanics.

3. Zombie Game Development Project

The highlight of the session was the hands-on project where students created a zombie game.

- **Game Environment:** Participants designed a spooky environment suitable for a zombie chase.
- **Character Design:** Zombies were created using pre-designed assets and customized with animations.
- **AI Implementation:**
 - Zombies were programmed to follow the player using Unreal Engine's AI and navigation systems.
 - The logic was scripted through blueprints, making it accessible to beginners.
- **Testing and Iteration:** Students tested their games, refined mechanics, and debugged any issues.

4. Team Collaboration and Learning

Collaboration was a central theme of the workshop. Students worked in groups to:

- Share ideas and brainstorm creative solutions to challenges.
- Support peers in troubleshooting technical issues.
- Demonstrate their projects, gaining feedback from both mentors and fellow participants.

PARTICIPANT FEEDBACK

The feedback from the Build Your Game with Unreal Engine 5 session highlights a highly successful and engaging event. Most participants enjoyed using Unreal Engine 5, with many expressing interest in further learning opportunities such as advanced mastery courses. The resource person, Sourav, received high praise for his knowledge and delivery, with most attendees rating him 5 out of 5. The event significantly enhanced participants' understanding of Unreal Engine 5, as reflected in improved ratings of their knowledge before and after the session. Overall, the event was well-received, with most attendees rating their experience highly and expressing interest in participating in future game development-related workshops or events.

CONCLUSION

The Build Your Game with Unreal Engine 5 event was an extraordinary learning experience for all participants. It successfully introduced students to the fascinating world of game development, equipping them with essential skills and sparking their creativity.

Key takeaways included:

- Hands-on experience with Unreal Engine 5.
- Practical knowledge of game mechanics and AI programming.
- An appreciation for teamwork and collaborative problem-solving.

The event demonstrated the value of experiential learning and inspired students to pursue further exploration in game design and development.

PHOTO GALLERY



Group Photo with Participants



Snacks Distribution



Game Development



Team Photo