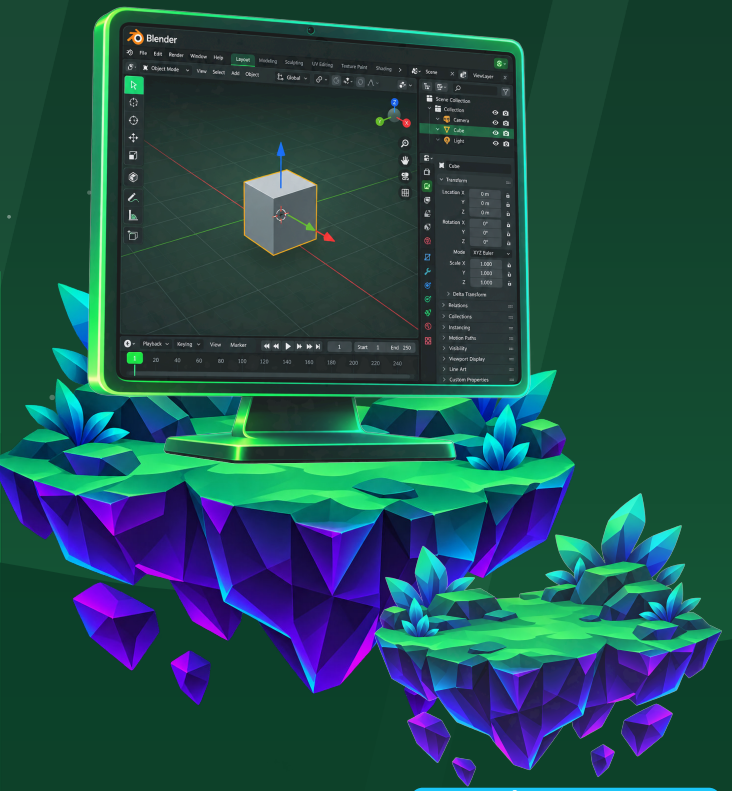
ABOUT THE WORKSHOP

A hands-on workshop where participants build a complete two-level game in Unity, with health bars, particle effects, animated Blender characters, combat and moving platforms. Open to everyone, with or without the Basic workshop.



For Kids/Teenager Age 10++
Primary and Secondary School

WHAT YOU WILL LEARN

- Platform Level and Player Setup
- Health and Sprint Bars (UI)
- Particle Effects (Coins, Hits, Explosions)
- Character Animation in Blender
- Combat, Enemies and NPCs
- Creating Levels

Intermediate GAME DEVELOPMENT WORKSHOP

Unity



For Kids/Teenager Age 10++
Primary and Secondary School

Course Overview

This workshop is open to all participants, with or without prior Unity experience. Participants will build a game with UI, effects, animation and combat, then link two levels together through guided practical sessions and step-by-step coding.

Workshop Timetable

Venue

Ruang Daya Cipta SEL
Evolve Concept Mall
Aras 2

Day 1

10:00 AM – 12:30 PM	Building the Game World
12:30 PM – 1:30 PM	Lunch Break
1:30 PM – 4:30 PM	Blender Animation
4:30 PM – 5:00 PM	Q&A Session

Day 2

10:00 AM – 12:30 PM	C# Scripting Intermediate
12:30 PM – 1:00 PM	Q&A Session

Workshop Modules

1. Level, Player and UI Bars Setup
2. Particle Effects
3. Blender Character Animation
4. Health, Sprint and Combat Scripting
5. NPC, Coins and Game Loop
6. World 2 and Final Playable Build



Learning Outcome

By the end of the workshop, participants will be able to build a two-level game in Unity with an animated character, health and sprint bars, combat, particle effects, and moving platforms.

DESIGN.ANIMATE
PLAY

