IF4TM

EVENT REPORT TEMPLATE (Annex H to Quality Control and Monitoring Manual)

This template has to be filled by project partners (organisers) for all IF4TM events (except SC meetings). Furthermore, this template can be used to inform colleagues and partners about other events attended (promoting IF4TM). In the second case please just fill in the first page and delete the chapters thereafter.

Authors:	Peaksel Niš - Miloš Krstić - Senior Android & Unity Developer
Event Title:	WORKSHOP "Video Game Development in Unity Platform - Ruby's Adventure 2D RPG Project"
Event Date:	10.06.2019
Event Venue:	Belgrade Metropolitan University - Niš Bulevar Svetog Cara Konstantina 80A, 18000 Niš Classroom RU3 - 2nd Floor
Type of event: (National, international, press conference, promotional event etc.)	National
Short description:	

The work package 5 (social engagement dimension) within project IF4TM includes activity 5.2 in which 6 creativity centers were established. Every creative center is organizing events like trainings, workshops, meetings, idea development support etc. BMU's Creative center carried out following activity.

Miloš Krstić, Senior Android & Unity Developer at the video game development company Peaksel from Niš, held an interactive workshop "Video Game Development in Unity Platform - Ruby's Adventure 2D RPG Project". The workshop was intended for everyone who wanted to learn how to develop a video game and to try / practice using the program Unity. Participants in the workshop were able to perform certain tasks simultaneously with the lecturer, try different options and participate in the video game development project. During the workshop, participants could ask the lecturer questions. At the end of the workshop, all participants received additional material for practicing and further improving their Unity skills. The lecture covered the following Unity 2D Basics - Options & Tools:

- Unity Editor Interface
- Game Objects, Scripts & User Input
- Tilemaps
- Prefabs & Sorting Order
- Object Interactions - Colliders & Collision Detection
- Animator & Animations
- Canvas & UI
- Audio in Game
- Particles
- Android Build Process

Organiser(s):	Belgrade Metropolitan University - Niš
Agenda:	
Total number of participants:	14
Links to further information:	https://www.metropolitan.ac.rs/novosti/interaktivna-radionica-u-kreativnom-centru-za-razvoj-video-igre-preko-unity-platforme/
Other personal remarks:	

AGENDA FOR THIS EVENT
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BEOGRAD

Location: Bulevar Svetog Cara Konstantina 80A, 18000 Niš
Institution: Belgrade Metropolitan University - Creative Center Niš
Date: 10.06.2019.
Time: 13h

Interactive Workshop **"Video Game Development in Unity Platform - Ruby's Adventure 2D RPG Project"** - Miloš Krstić - Senior Android & Unity Developer at gaming company Peaksel Niš
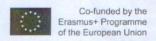
13.00 - 13.05h	Students' Gathering
13.05 - 13.10h	Unity 2D Basics - Introduction to the Program Unity - Options & Tools
13.10 - 13.20h	Unity Editor Interface - Project Window, Hierarchy Window, Scene View, Game Window, Inspector Window (Object - Component Model), Console Window, Toolbar & Navigation UI
13.20 - 13.30h	Game Objects, Scripts & User Input - Scene, Game Object, Coordinates, Units of Distance, Script, Main Character Position, User Input
13.30 - 13.40h	Tilemaps - Usage, Creating Tile, Tile Palette, Painting Your Background
13.40 - 13.50h	Prefabs & Sorting Order - Decorating Game World, Creating Prefabs, Sorting Order by Axis
13.50 - 14.10h	Object Interactions - Colliders, Collision Detection, Collision Layers, Adding Force (Projectile)
14.10 - 14.25h	Animator & Animations - Animator States, Animations, Layers, Parameters
14.25 - 14.40h	Canvas & UI - Canvas, Responsive UI, Image, Button, Click Events, Trigger Events
14.40 - 14.50h	Audio in Game - Audio Clip, Audio Source, Audio Listener, Spatialization
14.50 - 14.55h	Particles - Creating Effects using Sprites, Smoke Effect, Sorting Order, Texture Sheet Animation, Start Lifetime, Start Size, Start Speed, Color over Lifetime
14.55 - 15.05h	Android Build Process - Instant Build from Unity, Unity Plugins, Exporting Android Studio Project, Unity & Android Studio Communication, Signing Build
15.05 - 15.30h	Questions & Answers

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ATTENDANCE LIST

Attendance List

Event:	Video Game Development in Unity Platform - Ruby's Adventure 2D RPG Project
Venue:	Metropolitan University Niš - Creative Center
Date:	10.06.2019.
Organisers:	Metropolitan University Niš - Creative Center & Peaksel Niš

	Name	Organisation	Signature
1.	Александра Павловић	Метрополитан - Софтверско инж.	Александра П.
2.	Михајло Јовановић	Метрополитан - Софтверско инж	М. Јовановић
3.	Labug Ивановић	Метрополитан - SI	Labug Ивановић
4.	Милозија Петровић	Гимназија „Светозар Марковић"	М. Петровић
5.	Михаило Каранић	Гимназија „Светозар Марковић"	Михаило К
6.	Miroslava Petrović	Prirodno matematički fakultet - računarske nauke	
7.	Ivana Stanković	Prirodno-matematički fakultet - računarske nauke	
8.	Јанко Заковић	Метрополитан - Графички диз	
9.	Наталија Будано	Гимназија „Светозар Марковић"	Будановић
10.	Наталија Димит	Гимназија „Светозар Марковић"	Димит
11.	Екатерина Каролић	Гимназија „Светозар Марковић"	Екатерина Каролић.
12.	Јовановић Јован	Гимназија „Светозар Марковић"	
13.	Милош Крстић	PEAKSEL, Niš	
14.	MILICA MLADENOVIĆ	METROPOLITAN UNIVERSITY	
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PHOTOS FROM THIS EVENT