ANNAMACHARYA INSTITUTE OF TECHNOLOGY &SCIENCES::TIRUPATI (AUTONOMOUS)

DEPARTMENT OF COMPUTER SCIENCE& ENGINEERING

One Week workshopon

"GameDevelopmentUsingBuildbox"
Ms. Revathi Devi,
APSSDC,Govt.ofAndhraPradesh

25thto31stMay,2022

An One Week Workshop on **"Game Development Using Buildbox"** was organized by department of Computer Science and Engineering of Annamacharya institute of Technology and Science Engineering College for II B.Tech CSE and students from 25th to 31st May 2022incollaborationwithAPSSDC.

The objective of the workshop is to acquire knowledge on developing 2D games by using Buildbox application that does not require any programming language. Students have learnt how to install, configure and the Standard Operating Procedure (SOP) of the software and its supporting resources. Students have learnt

- About inserting Characters
- · Updating action animations
- · Character game plays Settings
- Inserting Objects

The software offers 26plat forms that enable to create different varieties of game environments. Student have practiced and demonstrated applying Effects, Logic, Labels, Light, Transform, Default Font, Trial, Portal, Flag, Gate-Kepper, Particle, Path, Mirror, MenuJump, Action, Inserting Coins, Powerups, Reward Coins, Editing MenuPage, Mapping the user interfaces using menu editor.

Program consisting of 63 students and it was coordinated by **Mr. B. Ramana Reddy**, Asst. Professor and HOD, **Ms. K. Divya Reddy**, Asst. Professor and **Ms. G. kanishka**, Asst. Professor, Department of Computer Science and Engineering.

The resource persons are experienced trainers from APSSDC, Govt. of Andhra Pradesh. They interactively demonstrated, taught and inculcated to the students the working with the application. The feedback from participants has been taken to understand and analyze the resource persons' domain knowledge, content delivery, and interaction during the workshop, can enable the department to organize such workshops in future. Overall, the event was successful.

Outcomes:

- > Students gained knowledge on developing a 3D Game using Buildbox.
- It helped students to develop creative thinking and imagination skills.

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