

Guest Lecture on Android Game Development using Canvas

DATE: 30/08/2021

Event Coordinator(s)

1. Prof. Jyotsna More

2. Prof. Suvarna Bhoir

Guest Speaker

Mr. Kunal Meher

Time& Place:

02:00PM to 03:00PM

Google Meet

Department:

Information Technology

No of participant: 58

The main goal of organizing the event is to introduce the students to Game Development using Android. Students of BEIT class have Android App Development subject in their curriculum; hence the intention of the lecture is to give the students different ideas which can be implemented by them in their Android App Development projects.

The speaker **Mr. Kunal Meher**, Assistant Professor, XIE, from the Computer Department was the resource person. He has over 15 years of Academic Experience and 2 years Industrial Experience.

The session was very informative for the students as the speaker first explained how easy it is to create a simple game using Android. The Speaker then began the hands-on session to create a simple “Bouncing Ball” game using Android Studio. Android Studio is the official Integrated Development Environment (IDE) for Android app development, based on IntelliJ IDEA. The speaker then proceeded to use the “View” class of Android to create the Game, then a constructor of the class was created to initialize the objects then the onDraw() method of Android was overridden to draw the objects of the game. The speaker then showed how objects can be created using canvas in Android. Then the background color of the layout was set to Cyan using the canvas.drawColor() method. The speaker then started the design of the ball which was to be used in the game, canvas was once again used to draw the same while paint object was used to set the color of the ball. The bouncing mechanism of the ball on touching the screen boundary was explained in a very understandable manner. Then in order to see the movement of the ball Threading was used using a runnable object, and to wrap things up a start/stop functionality upon touch was added. At the end of the lecture the speaker gave a few more ideas for android development by using the Unity Library. The speaker also encouraged the students to explore more about Android by adding more functionality to the game by giving ideas on various scenarios which could be added.

Student Feedback and Benefits

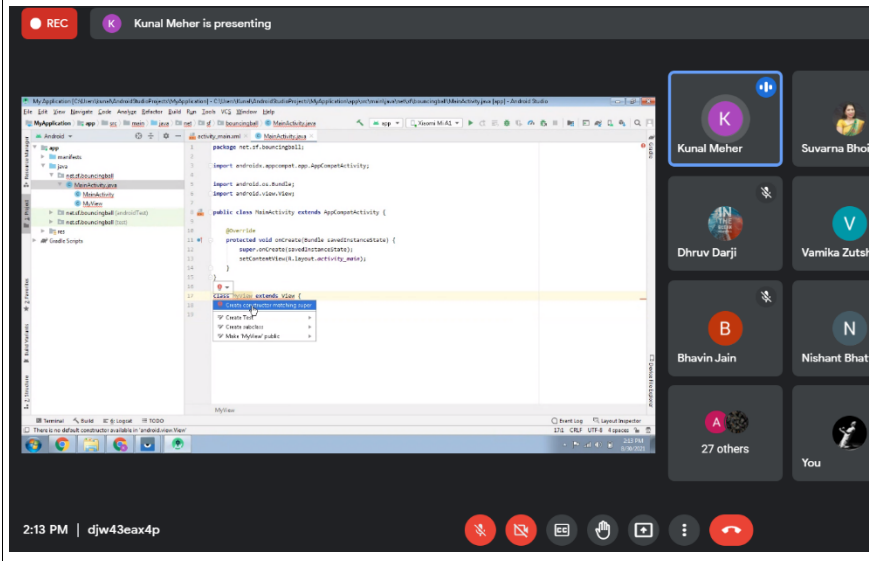
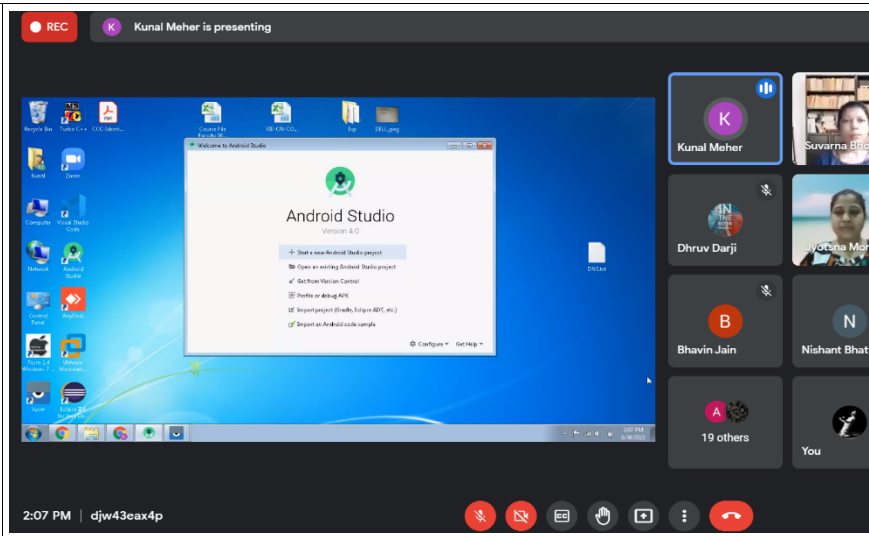
The students had an enjoyable time learning about Game development using android and gained new ideas which they can in turn now implement in their Android Projects. The session also influenced some of the students to explore and try game development for themselves. The lecture was very informative and interesting which caught the student’s attention throughout the session.

Sd/-
Prof. Jyotsna More & Prof.
Suvarna Aranjo
Asst. Prof.,IT

Sd/-
Prof. Meena Ugale HOD,
IT

Sd/-
Dr.Y.D.Venkatesh
Principal

Photos



REC Kunal Meher is presenting

2:38 PM | djw43eax4p

REC Kunal Meher is presenting

2:50 PM | djw43eax4p