WORKSHOP REPORT
IEEE SB MCE

Game Development

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On **25th February 2018** as a part of Science day celebration **, IEEE SB** MCE organised a workshop on Game development using JavaScript and HTML .

DATE	25TH FEBRUARY
TIME	8:30AM – 5:00PM
VENUE	MARIAN ENGINEERING COLLEGE

The registration for the participants started by 8:30 am
The Session was conducted by Mr. Siddarth Nair of Inapp.
The workshop mainly focused on the development of a small game with the help of the combination of JavaScript CSS and HTML.

Game Development
25th Feb, 2018

The session began with the introduction of basics of HTML. The students were asked to open the terminal as the workspace.

Mr. Siddarth started with the explanation of the usage of different tags in HTML. He gave the detailed explanation of the basic necessity tags which helps in the creation of the framework of the required code.

Every opening of a tag needs a closing tag. The work done in the terminal can be viewed by opening it in the respective browser.The instructor explained that the skeleton of every web browser is generally HTML and JavaScript.
The participants were given a break at 10:50 am.

The session continues 11:20am with the explanation of the different features and the customisation tags available in html. The availability of different design tags and customisation tags helped in making the project more attractive and interesting.

 The instructor mentioned about the font tags and the colour tags which can be used in the development stages. The session halts for lunch break at 1:00 pm.

As the session continued he gave a brief idea on the positioning tags which helped in understanding the availability of the various positions. The participants wholeheartedly involved in every activity conducted. The instructor moved on with the basics of JavaScript. He involved the students in creating the code for the game by themselves with full guidance.

Game Development
25th Feb, 2018

◆IEEE

The session adjourned at 5:00 pm.

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FEEDBACK