



Vallabh Vidyanagar Chapter  
CSI Student Branch,  
GCET Region III  
Advisor: Dr Maulika S. Patel



# REPORT

on

## Game Development using HTML 5.0

Organized by:  
Computer Society of India, Student Branch, GCET,  
Vallabh Vidyanagar

<b>Event Name:</b>	Game Development using HTML 5.0
<b>Venue:</b>	CP Department
<b>Date/Time:</b>	23 <sup>th</sup> April 2021 - 9:30 AM to 5:30 PM
<b>Alumni Speaker:</b>	Mr. Hardik Dubal
<b>No. of Participants:</b>	30
<b>Student Coordinators:</b>	Nishi Patel Solanki Prashant

The CSI Student branch at G. H. Patel College of Engineering & Technology and GCET CodeChef Chapter organized workshop on “Game Development using HTML 5.0”, on 23<sup>th</sup> April 2022. It was a full day workshop in computer lab of GCET college.

The speaker for the event was Mr Hardik Dubal. He is working remotely as a C++ Game Programmer in an Israel based company, Megarama Games Limited. Overall, he has an experience of 12+ years in the field of game development. In the past, he had also founded his own game company, Timeloop which he managed as a director for close to six years. He has worked in several different roles such as Game Producer, Game Analyst, Project Manager, Game Programmer and Game Director. His diverse skills include: Agile Project

Management (Scrum), Great Presentation Skills, Strong Communication Skills, Task Delegation, Writing Skills, Game Programming C++, Cocos2dX, C#, Unity, HTML5 & JavaScript Game Programming, Construct 3, Phaser, Flash, ActionScript 3, Game Design, System Analysis, Wireframe Creation, Product Specification Documentation, JIRA, Trello, MSOffice, GoogleDocs, Atlassian Confluence and Photoshop.

Event commenced with the brief introduction of game development, continued with the discussion of various languages used in it. Construct 3 is a 2D game engine that can be used to design and create your own games, such as puzzles, platformers, role-playing games (RPGs), shooters, racing games, or even storybooks. It is recognised as the easiest and most powerful game engine around and is packed with all the tools you need to make, publish and monetise your own games. We developed a game on that platform called break the bars using ball and sliding panel.

The contest was organized for all year students of all branches.

## Event Photographs:









