



NTHRYS WORKSHOPS

Perl For Game Development

8:45 AM - 10:15 AM: Session 1: Introduction to Game Development with Perl

Hands-on workshop on basic game development.

Protocols for using Perl to create simple 2D games, including basic animations, game mechanics, and user input handling.

10:15 AM - 10:30 AM: Coffee / Tea / Snacks Break

Networking and refreshments.

10:30 AM - 12:00 PM: Session 2: Game Physics and Simulations in Perl

Practical session on implementing game physics.

Protocols for adding physics-based interactions like collisions, gravity, and movement to Perl-based games.

12:00 PM - 1:00 PM: Lunch Break

Catered lunch and networking opportunity.

1:00 PM - 2:30 PM: Session 3: Audio and Graphics Integration in Perl Games

Hands-on training on multimedia integration.

Protocols for adding sound effects, music, and graphics to games using Perl modules like SDL (Simple DirectMedia Layer).

2:30 PM - 2:45 PM: Short Break

Time for a stretch and informal discussions.

2:45 PM - 4:15 PM: Session 4: AI and NPC Behavior in Perl Games

Practical session on creating AI for games.
Protocols for implementing simple artificial intelligence for non-player characters (NPCs) and game logic in Perl.

4:15 PM - 4:30 PM: Coffee / Tea / Snacks Break

Last networking opportunity with snacks.

4:30 PM - 5:30 PM: Closing Session: Implementing Changes and Technology Adoption

Group discussions on implementing new techniques learned today.
Dialogue on overcoming challenges in adopting new technologies in similar sectors.
Feedback session and closing remarks.

Certificate Issue

5:30 PM: Workshop Concludes