

 **CLASS TEST – 1 (5 Marks)**

Subject: Game Development

Unit-3: Getting Started with Game Development

Date of Submission: On or before 22-11-2025

Total Marks: 5

 **Question (5 Marks)**

Explain in detail the steps involved in **getting started with game development in Unity**, covering the following aspects:

creating folders, importing textures and meshes, configuring meshes, planning and configuring textures, building sprites, importing audio, creating prefabs, scene building, lighting and lightmapping, and building a navigation mesh.

**Instructions to Students:**

- Write your **Name, USN Number, and Class** on the top of your answer sheet.
- Answer neatly.
- Submit your completed answer sheet **on or before 22-11-2025**.
- Late submissions will **not be considered**.
- This will be treated as **Class Test – 1** and carries **5 marks**.