

Project 2 - Unity3d

Description

Create a Unity3d project with an outdoor environment consisting of 1) a terrain, 2) an indoor structure, and 3) three user interactions. The user should be able to navigate your environment via a first-person camera. This document lists the minimum requirements but you are welcome to expand this project. However, please note that it is better for you to meet the minimum requirements with high quality than to have a larger, more complex environment with less quality.

Terrain

The terrain should be 512 x 512 x 512 and include mountains, valleys, trees, vegetation, at least one body of water, and a particle system. You may use the default skybox but you are free to construct one of your own design.

Structure

Somewhere in your terrain build a simple structure made of Unity3d primitives into which a player can go and then apply materials to it. The structure must fit well with your scene and must be constructed with more than one room.

Interaction

Allow the user to interact with your level with scripting. You must have at least three interactions. Interactions could include, for example, toggling the particle system on/off, altering the particle velocity, enabling/altering the fog, triggering a door, etc. Please read the submission directions regarding your interactions carefully (see below).

Grading

You will be graded according to the above requirements (65%) and the overall quality of your project (35%). Quality includes the aesthetic appearance, creativity, and flow of your environment.

Teams

You may work in teams of up to two people on this project. You may work side-by-side, divide the project between the members, or a combination of both. If you work with another person, you must submit a report detailing the contribution of each member. If the contributions are reasonably balanced, both members will receive the same grade. If the contributions are heavily unbalanced, the instructor reserves the right to require an additional project (which will replace this project) from the team member whose contributions were lacking.

Outside Resources

You **are not** allowed to use any 3d models (except for trees) or code that you did not create. You are also not allowed to use any materials and textures unless they come in one of the standard Unity3d packages.

Due Date

This project is due on March 17. You may turn in the project late in which case five points will be deducted for each day late. Projects more than five days late will not be accepted.

Submission

Because of the size of these projects, you will need to turn in your work as follows:

1. Zip your entire project directory into one file.
2. Upload your work to a Google Drive or Microsoft OneDrive account.
3. Create a link to your zipped file.
4. In a text file place the
 - a. Link to your project.
 - b. Description of the interactions that you implemented including how to initiate them.
 - c. Contributions of each team member.
5. Submit the text file to Blackboard by the due date.

If you do not feel comfortable using Google Drive or Microsoft OneDrive, you may bring your project to my office on a removable device.