



General idea:

- Desert pirates (Like in Star Wars and He Who Fights With Monsters)
- Sky Pirates (Like in He Who Fights With Monsters and Duck Tales)
- Hoodoo (Big mountains in deserts)
- Muppet's Treasure Island
- Anachronisms (You expect me to be consistent?)

For my drinking vessel, I'll make a cocktail glass. Being cylindrical, it has potential for plenty of triangles (I'm aiming for 1000) as well as things put in the drink, such as an umbrella. Hopefully, I'll be able to animate it to make the liquid go down.

The box would be hard to make 1000 tris so I'll put something in the box. Since I have pizza on the mind, it'll have to be a pizza box. Pizzas are circular (always plenty of tris) and I can model things to put on it, like salami or pineapple.

The fruit will be a cactus fruit. Pink Prickly Pears are fruit and they fit the theme of desert shenanigan.

The diary and inventory of assets used are below this.

Sand Pirates.

Inspiration: Return of the Jedi

Inspiration: He Who Fights with Monsters (Ustai Tribe)

The priority is to make a 3D environment that the user can explore. However, forcing players to swim sucks and I don't want to make the user swim everywhere. So, put them on a sand ground. The boats themselves would be hovering over the sand, with their style more focused on aerodynamics and so domed on the tops but flat on the bottom, making the interiors simpler.

The boats can be generic boat shapes with thrusters added to make them hover?

They'll need anchors and wooden platforms to serve as docks.

Assets:

<https://assetstore.unity.com/packages/3d/vehicles/sea/poly-angel-mini-pirates-island-267015>

<https://assetstore.unity.com/packages/3d/props/exterior/realistic-sandbags-95964>

<https://assetstore.unity.com/packages/3d/environments/sandbags-cover-7834>

<https://assetstore.unity.com/packages/3d/rocket-kit-karting-microgame-add-ons-180501>

<https://assetstore.unity.com/packages/3d/environments/free-low-poly-desert-pack-106709>

<https://assetstore.unity.com/packages/3d/environments/landscapes/polydesert-107196>

<https://assetstore.unity.com/packages/3d/environments/modern-bench-pack-221011>

<https://assetstore.unity.com/packages/3d/props/3d-low-poly-tables-241833>

Textures:

<https://assetstore.unity.com/packages/2d/textures-materials/floors/yughues-free-sand-materials-12964>

<https://www.poliigon.com/texture/wavy-sand-texture/6997>

<https://assetstore.unity.com/packages/2d/textures-materials/wood/stylized-wood-texture-153499>

<https://assetstore.unity.com/packages/2d/textures-materials/wood/wooden-floor-pack-31492>

<https://assetstore.unity.com/packages/2d/textures-materials/metals/yughues-free-metal-materials-12949>

<https://assetstore.unity.com/packages/2d/textures-materials/roof-textures-4k-179130>

Models for me to make:

Box, Banana, Beverage

Beachside cocktail? Colourful?

Perhaps a refreshment bar?

A clifftop

Prickly Pears mean cactus too.

Put a house on the boat.

Plenty of opportunities for interaction in a house.

Can even have wardrobes and things in the house but focus on pirate vibes.

Gold texture for the goblet.

<https://www.freepik.com/free-photo/yellow->

[texture_969644.htm#query=gold%20texture&position=6&from_view=keyword&track=ais&uid=b09688d2-b446-40cc-8ef5-b00451f0fe25](https://www.freepik.com/free-photo/yellow-texture_969644.htm#query=gold%20texture&position=6&from_view=keyword&track=ais&uid=b09688d2-b446-40cc-8ef5-b00451f0fe25)

The goblet has been made. The texture was mirrored.

Wood texture for the background of cocktail

https://www.freepik.com/free-photo/white-wooden-texture_975121.htm#query=simple%20wood%20texture&position=8&from_view=keyword&track=ais&uuid=608e560f-a8b3-4c9c-ba6a-19921d639782

Water texture

https://www.freepik.com/free-photo/blue-liquid-marble-background-diy-flowing-texture-experimental-art_15595780.htm#query=liquid&position=9&from_view=search&track=sph&uuid=58a4dc97-fd6b-4369-a093-fd360c36952e

24/02/16:

Terrain is a thing that exists, very cool

24/02/23:

Lemon texture for the cocktail

<https://pixabay.com/vectors/lemon-fruit-food-yellow-fruit-25342/>

My box will be a pizza box with pizza in it.

Needs to be higher poly. Triangular cheese?

24/03/01:

Pizza box finished (cheese wedges and a label)

Animated pizza box prefab made :)

Also invisible bounding box

24/03/08:

Importing the cocktail glass

I need to do the textures more justice.

Umbrella

<https://www.pngall.com/swirl-png/download/56473>

Straw:

<https://ambientcg.com/view?id=Candy001>

24/03/13:

Basic world engineering started.

Grass and dirt and such layers make the terrain object pretty

A simple fence has been set up for one edge of the bounding box

I need to get pro builder set up to build more though

24/03/15:

Let's make a simple door model.

The double door is a single maya model so that it's easier to animate.
The animator should be one the model as a whole, not the individual pieces.
Pro builder exists now.

Plan buildings ahead of making them.

The invisible wall needs to have a logical reason to exist.
A fence at the end of the jetty for example.

Maybe the water can just be a quart with no collider.

24/03/17:
Wood texture used for the jetty supports.
<https://ambientcg.com/view?id=PaintedWood007B>

24/03/22:
The water is several transparent quarts. It's totally actually fog.
The jetty has been moved. I need to find better fences for it.
The boat didn't have colliders and the default mesh colliders caused problems so I made do.
Here are the skyboxes I used
<https://assetstore.unity.com/packages/2d/textures-materials/sky/midgard-skybox-273733>

Cocktail animated and fixed triggers
I'm gonna use different boats instead so screw that noise.
<https://assetstore.unity.com/packages/3d/vehicles/sea/boats-pack-67293>

24/03/26:
The different boats need jets adding to them.
To do this, I've made a model that is the right girth for adding them with relative ease.
<https://ambientcg.com/view?id=Metal032>
Stingray is being an unpleasant person.
Nevertheless, I have made a prefab for three of the jets on a support, letting me make hover-aerofoils.
I've also animated the two boats I've made in this manner to bob.

24/03/27:
I have adjusted the bounding box so that more of the cafeteria is accessible.
I made a prefab for the cocktail and fixed the animation to work with the prefab.
Next up, make an interior for the cafeteria.

24/03/28:
First, I need to settle on materials for the interiors.
<https://ambientcg.com/view?id=Wood052>
<https://ambientcg.com/view?id=Tiles074>

I have made space for a window and created two quads for the double glazing.
It does not reflect the player.
The interior has a floor that is separate from the outer trim (marble checker pattern)

The counter needs two different tones but I can't decide on colours until I have a ceiling and lights.
Let's put the light fittings in barrels.
The roof/ceiling is a simple red tiling because of course it is.

24/04/13:

Interior time (I can do this this time)

Benches:

<https://assetstore.unity.com/packages/3d/props/furniture/old-wooden-bench-pbr-230143>

Chairs:

<https://assetstore.unity.com/packages/3d/props/furniture/wooden-table-and-chair-18996>

Tables:

<https://assetstore.unity.com/packages/3d/props/3d-low-poly-tables-241833>

24/04/14:

windows on da second building:

<https://ambientcg.com/view?id=Facade001>

various terrain thingies:

<https://assetstore.unity.com/packages/3d/environments/free-low-poly-raft-on-the-desert-141948>

24-04/16:

Various mixamo assets will be used, starting with Roth to be a chef individual.

Hat

<https://poly.pizza/m/73a4yE7VyqD>

24/04/17:

cactus texture (I made it green)

polyhaven.com/a/sakura_bark

The cactus model and fruit will be made by me since finding cactus models online that fit the colour scheme is hard

24/04/19:

Fruit texture (I'll make it purple)

<https://ambientcg.com/view?id=Metal046B>

I made the metal colour totally purple (and didn't use the metallic map cause it was too metallic)

Now I need something more woody to go on the top.

wood texture for the top of the fruit:

<https://ambientcg.com/view?id=PaintedWood007C>

I have drawn dots on the purple metal. It looks goofy but I'm proud of my baby.

The renders for the fruit and also the screenshot is up. I just need to do the same for the pizza (the model is finished but not the images thereof).

Rocks (for pretty stuff):

<https://assetstore.unity.com/packages/3d/props/exterior/rock-and-boulders-2-6947>

24/04/21:

Grass added now

<https://assetstore.unity.com/packages/2d/textures-materials/nature/grass-and-flowers-pack-1-17100>

Apparently grass is images?

Like in Minecraft

Also, I used the Mixamo Standing To Crouched animation.

It didn't work

Funny though.

Flag models:

<https://assetstore.unity.com/packages/3d/props/exterior/cloth-animation-based-flag-65842>

<https://assetstore.unity.com/packages/3d/props/realistic-flag-pack-116392>

Things only show up in the reflections if they're static.

24/04/26:

Sounds time

Thruster drone:

https://www.soundsnap.com/audio/download/55348.raw/55348-Airy_UFO_Steam_Thrusters_Drone_-Blast-Hover-Short.wav

Wind sound Indoor, Outdoor:

<https://freesound.org/people/klankbeeld/sounds/625186/>

https://www.soundsnap.com/audio/download/325760.raw/325760-wind_ambient_outside_during_storm_between_buildings_howling_water_drops_and_different_clunks_2_mono_8040.wav

Bird controller:

<https://assetstore.unity.com/packages/3d/characters/animals/birds/living-birds-15649>

Chess set:

<https://assetstore.unity.com/packages/3d/props/low-poly-chess-set-104629>

24/04/28:

Sounds for Chess:

<https://freesound.org/people/roboroo/sounds/492932/>

<https://freesound.org/people/HoseNoseSounds/sounds/510733/>

<https://freesound.org/people/Anthousai/sounds/448324/>

Mixamo Sitting Talking with character Roth

also animation called Sitting