I made this first prototype with the intent to get myself more comfortable with Unity. I wanted to start first with a walking simulator in order to practice what I learned in the past few weeks on Unity. I didn’t want to create something more complex than that because I want my basis tobe strong enough to start something more complex in the next prototype.

My first question was how I could represent any daytime throughout environments. I created sunset and sunrise

Questions to playtesters:

1. Does the first person camera work properly?
2. Does the collider bounds /rigid body of the walls work?
3. Does the controller of the character works?
4. Does the character passes through certain shapes?
5. Did you find any bug that need to be fixed in this simulation?