**Individual Report – Aboturab Jasim**

In this report I will outline my work and contributions to the group coursework and our project (Maze Runner Game).

My role for this group project is to;

* Design and structure the trap
* Implement the trigger areas
* Code the spikes to function
* Managing the trap area

Just like the other roles in my group, I also came across my technical difficulties and challenges which I had to overcome. They ranged from basic IT difficulties all the way to spike activation errors. Personally, I found the 3D modelling of the trap to be the most difficult which is natural as I’ve never modelled a 3D concept before. My strength lie in coding as I am a computer science student however I did enjoy the 3d design aspect to my role.

Trap:

To lay out the trap, I started my creating a basic plane on unity and using it as the floor tile which my trap will be placed on.

A screen shot of a computer

Description automatically generated

The second step will be constructing my spikes which in this case will be basic cylinders, in the group report I will discuss how I will improve the spikes by making them more pointy and “sharp” etc.

A screen shot of a computer

Description automatically generated

The third step I took was creating the trigger area. This will be the area in which the spikes will rise to a specific height and speed if the player walks into the area.

This was the most bothersome step as I had to correctly match the area in the appropriate size according to the size of the plane. Never having prior experience in unity this was most challenging as I struggled to get the sizing just right. This is important as I don’t want the spikes to activate only unless the player steps onto the floor tile.

A screen shot of a computer

Description automatically generated

As for the animation I created a C sharp script and implemented the code onto there in order to get the spikes to raise since its starting position is below the floor.

A screenshot of a computer

Description automatically generated

This will cause the “player” to activate the spikes to rise if he goes within the vicinity of the trap trigger area.

In the group report I will discuss my plans for improving the rendering and material aspect of my design and work.