## **Planning**

A pixelated image of a fruit

Description automatically generated

Possible Interactive elements:

Doors of the ship

Chests opening

Cannons giving off puff of smoke

Left boat has supplies, Right boat has cannons, Hill is topped with defensive cannons and the beach is littered with boxes and barrels of gear, these are 2 ships working together to protect this island from an incoming fleet of enemy ships (not shown). There will be a cove behind the hill with a badly made raft for pirates that are trying to escape from the incoming conflict. The island is home to many seagulls which adds a spark of life to an otherwise empty island.

|  |  |
| --- | --- |
| Used to make the ocean | [LowPoly Water | Particles/Effects | Unity Asset Store](https://assetstore.unity.com/packages/tools/particles-effects/lowpoly-water-107563) |
| Used to add nice lighting | [Low Poly Shaders | VFX Shaders | Unity Asset Store](https://assetstore.unity.com/packages/vfx/shaders/low-poly-shaders-85262) |
| Use to make the main rocky formation on the island | [Low Poly Cliff Pack | 3D Landscapes | Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/landscapes/low-poly-cliff-pack-67289) |
| Use to add details to the outside of the islands main hill | [Low Poly Rock Pack | 3D Environments | Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/low-poly-rock-pack-57874) |
| More detailing | [Low Poly Tree Pack | 3D Trees | Unity Asset Store](https://assetstore.unity.com/packages/3d/vegetation/trees/low-poly-tree-pack-57866) |
| This is what makes it a pirate simulation | [Stylized Pirate Ship | 3D Sea | Unity Asset Store](https://assetstore.unity.com/packages/3d/vehicles/sea/stylized-pirate-ship-200192) |
| More detailing | [Free Low Poly - Raft on the desert | 3D Environments | Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/free-low-poly-raft-on-the-desert-141948) |
| Use for the player to be able to move around | [Starter Assets - ThirdPerson | Updates in new CharacterController package | Essentials | Unity Asset Store](https://assetstore.unity.com/packages/essentials/starter-assets-thirdperson-updates-in-new-charactercontroller-pa-196526) |
| Main island floor texture | [Stylized Sand 001 | 3D TEXTURES](https://3dtextures.me/2020/06/25/stylized-sand-001/) |

## **Inventory of assets and texture used**

|  |  |  |
| --- | --- | --- |
| Textures for handmade assets | | |
| Banana | | |
| A yellow surface with black spots  Description automatically generated |  | [Banana Skin with Brown Spots | Free PBR | TextureCan](https://www.texturecan.com/details/174/)  Used for the main skin of the bananas |
| A circular pattern of a tree  Description automatically generated |  | [Cross Section of Wood Log Texture | Free PBR | TextureCan](https://www.texturecan.com/details/590/)  Used for the stalk and ends of the bananas |
| Chest | | |
| A close-up of a yellow surface  Description automatically generated |  | [Worn Yellow Brass Metal Texture | Free PBR | TextureCan](https://www.texturecan.com/details/497/)  Used for the metal bands of the chest |
| A close-up of a wood panel  Description automatically generated |  | [Weathered Brown Planks Texture • Poly Haven](https://polyhaven.com/a/weathered_brown_planks)  Used for the main body of the chest and lid |
| Tankard | | |
|  |  | [Rough Wood Texture • Poly Haven](https://polyhaven.com/a/rough_wood)  Used for the main body of the tankard |
|  |  | [Rusty Metal Sheet Texture • Poly Haven](https://polyhaven.com/a/rusty_metal_sheet)  Used for the metal bands around the tankard |
|  |  | [Wood Peeling Paint Weathered Texture • Poly Haven](https://polyhaven.com/a/wood_peeling_paint_weathered)  Used for the handle of the tankard |