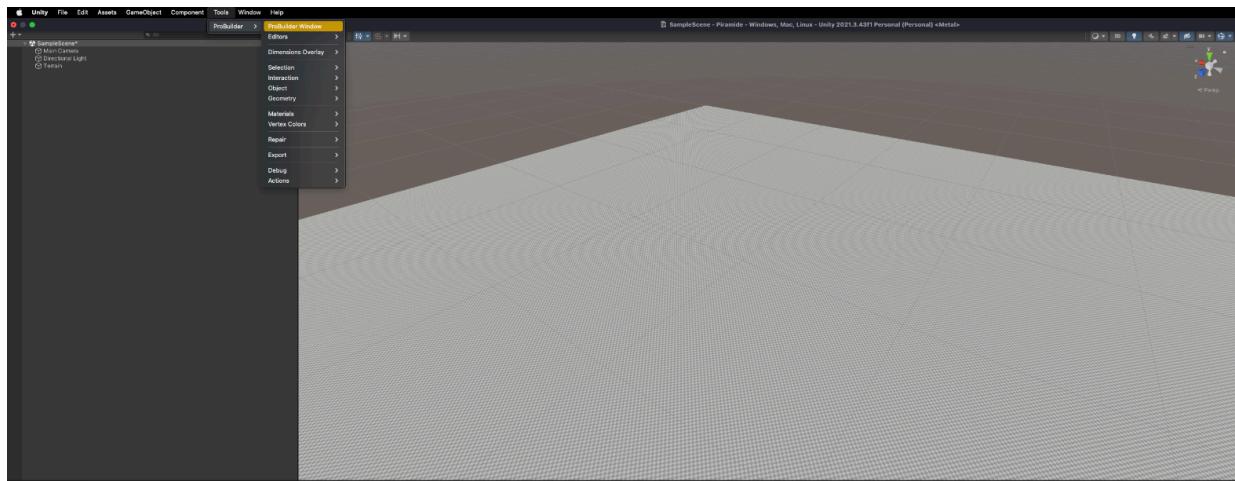
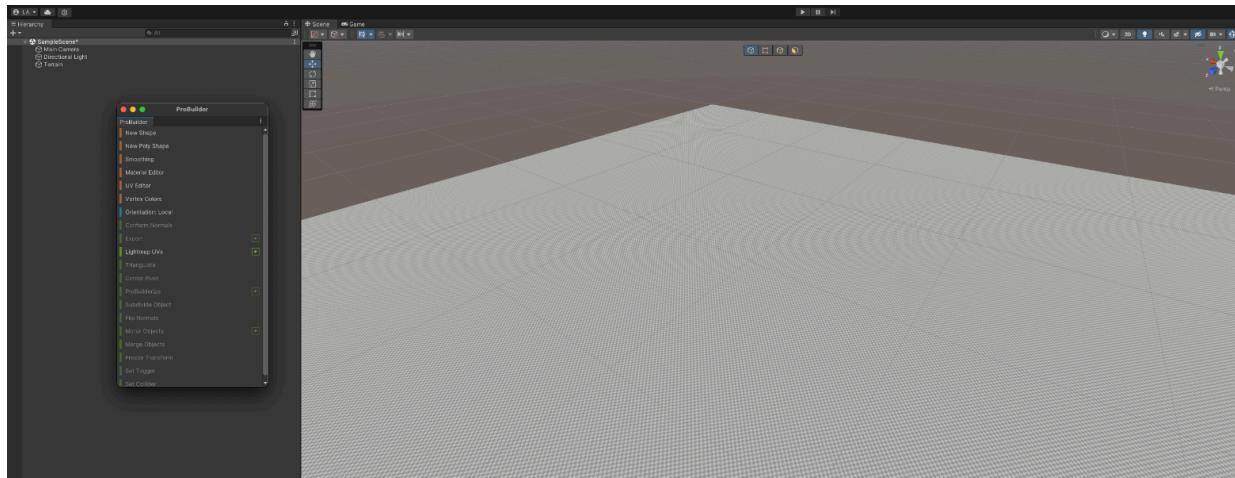


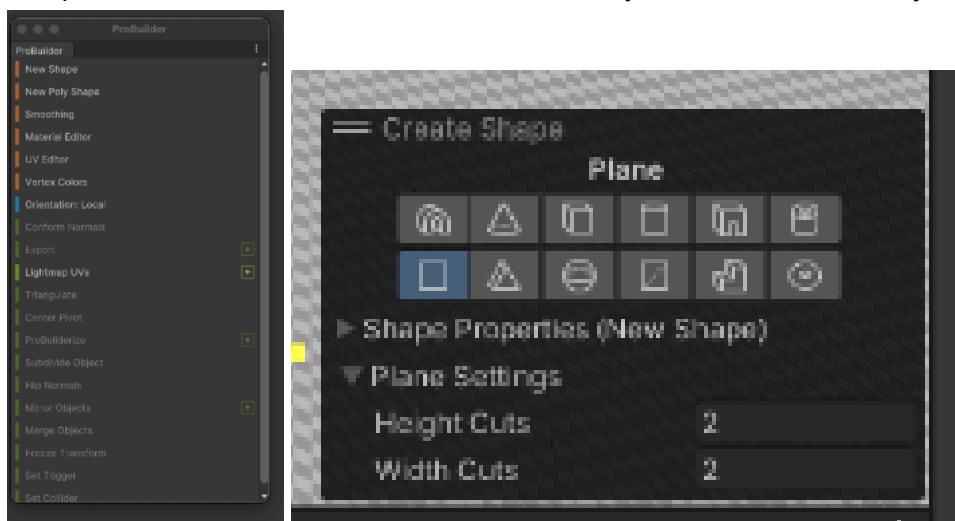
En este proyecto estaremos recreando el Templo Mayor azteca en Unity utilizando ProBuilder. El primer paso es abrir la ventana de ProBuilder, esto se puede hacer abriendo la ventana superior de “Tools”, luego “ProBuilder” y finalmente “ProBuilder Window”.



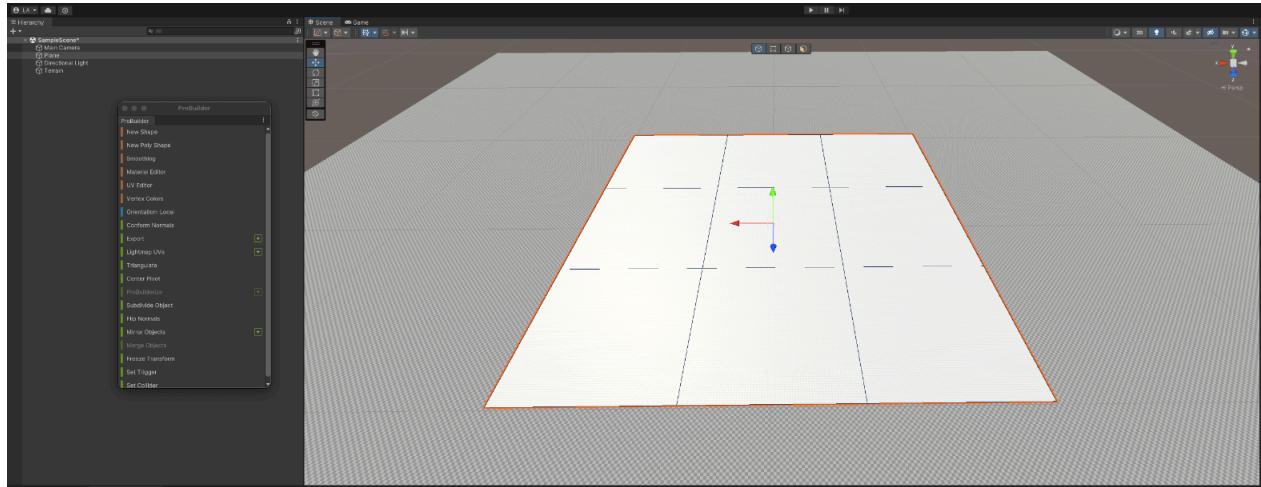
This is how the ProBuilder window should appear.



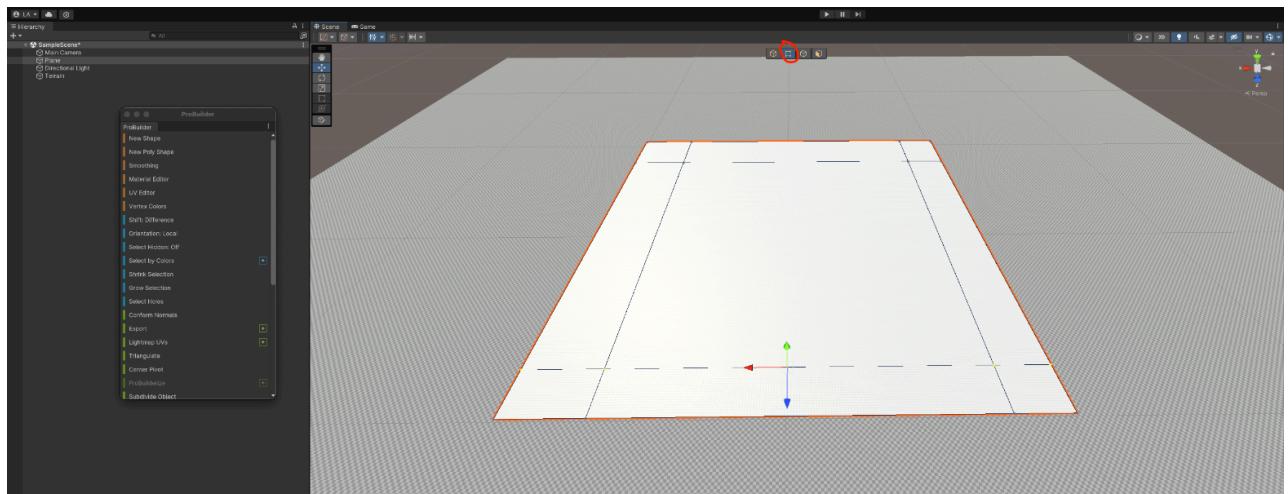
Once we have this window open, we can create a "New Shape," the first option in the ProBuilder window. This opens a new window where we choose the type of shape we want. In our case, we will select a plane and set the number of divisions we want for the plane. The plane shown below is divided twice vertically and twice horizontally.



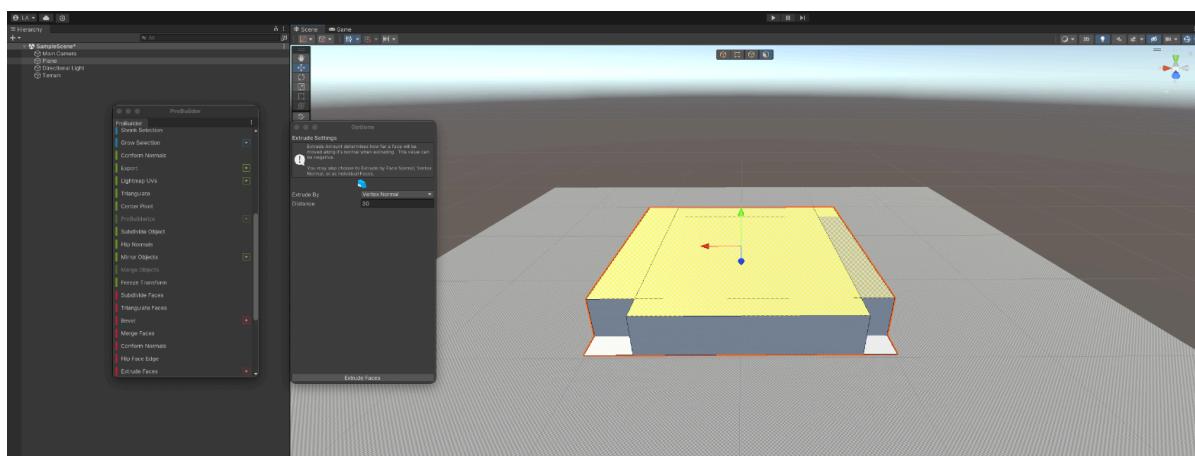
After creating the plane, we can see that it has the divisions we selected earlier.



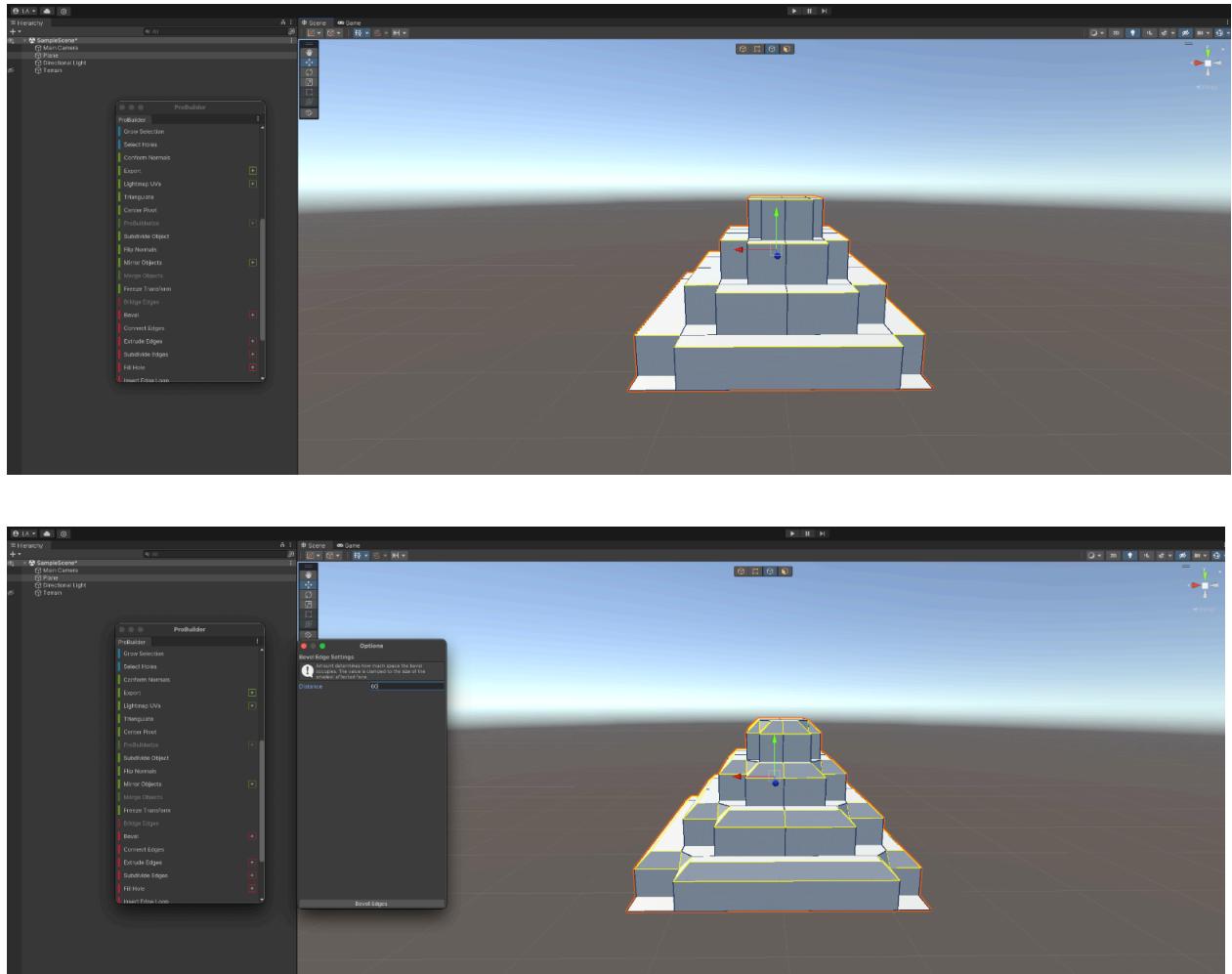
The next step is to select the vertex and move them to make the outer faces smaller. This is done by first selecting the vertex option at the top in ProBuilder and later holding commands on Mac and selecting each vertex, then dragging them to the desired positions. Below is the end result.



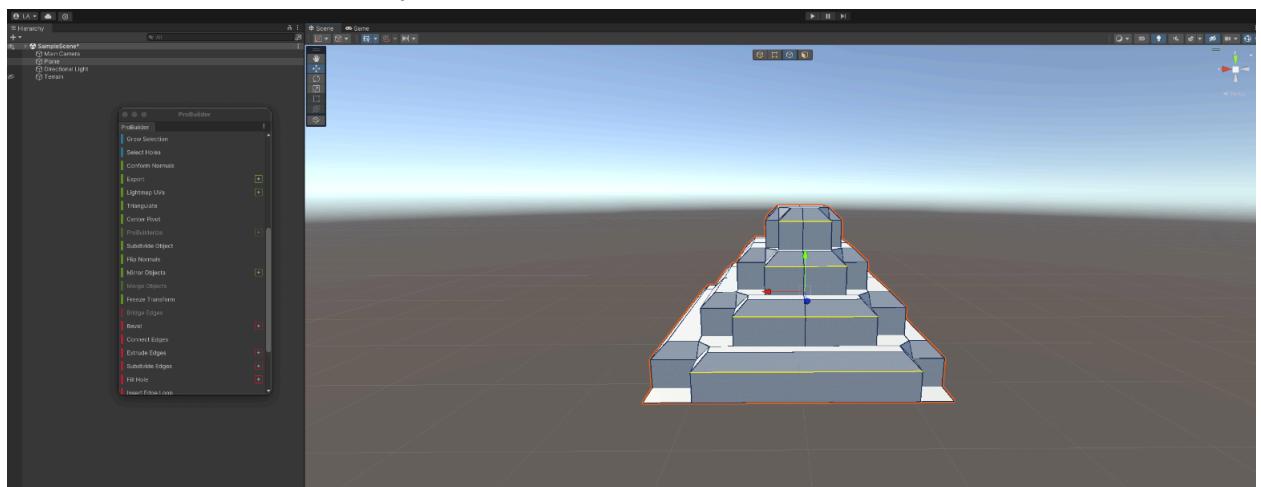
Now we need to raise the exterior faces and the interior face, keeping the corner faces at the bottom. We do this by first selecting the face option at the top in ProBuilder, later we select all the faces we want by holding command and clicking on them. Then in the initial ProBuilder window we select Extrude Faces(red section), this opens a window, here we add the value we want to raise it. The end result is shown below.



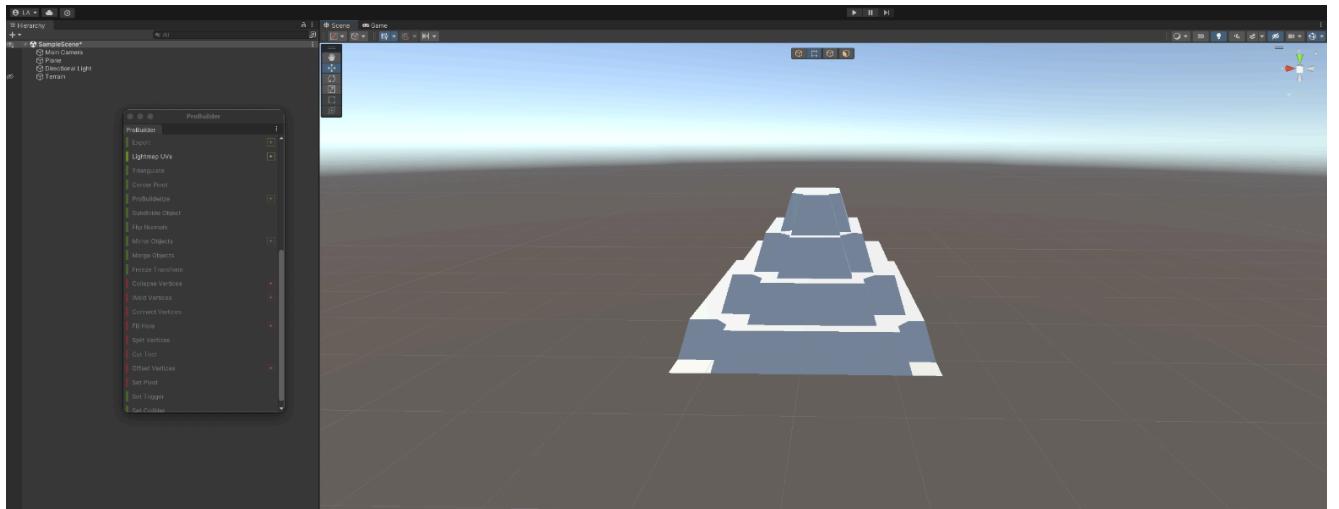
We then repeat this process for all levels. When we have all levels we can select all the outside edges, by choosing the edges tool in the ProBuilder menu at the top, we then go to our ProBuilder window and select bevel, this will slant the selected edges by the amount you give it. Below we present the Templo Mayor with all level and below that we have the Templo Mayor with all the edges slanted.



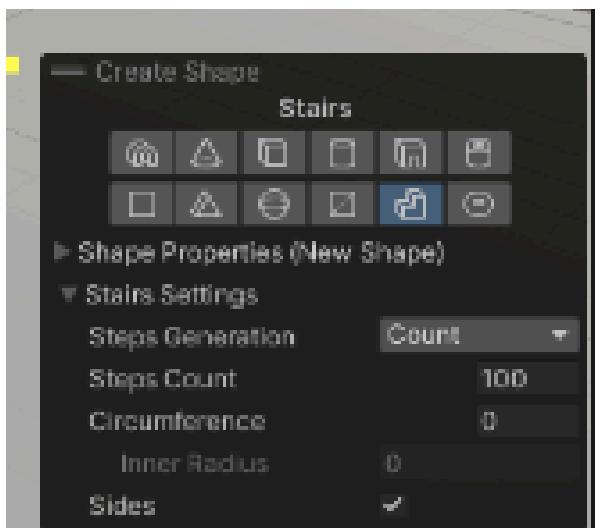
When we have the edges slanted we select the edges at the end of each slant and lower them, to create the Templo Mayor shape.



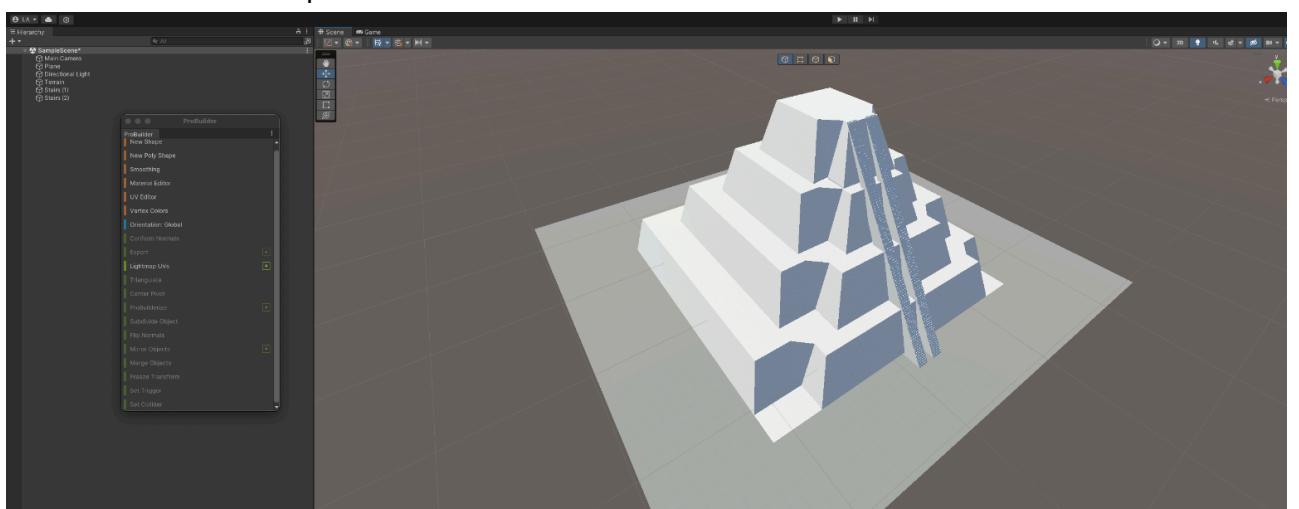
We repeat this process around the Templo Mayor and the result is shown below.



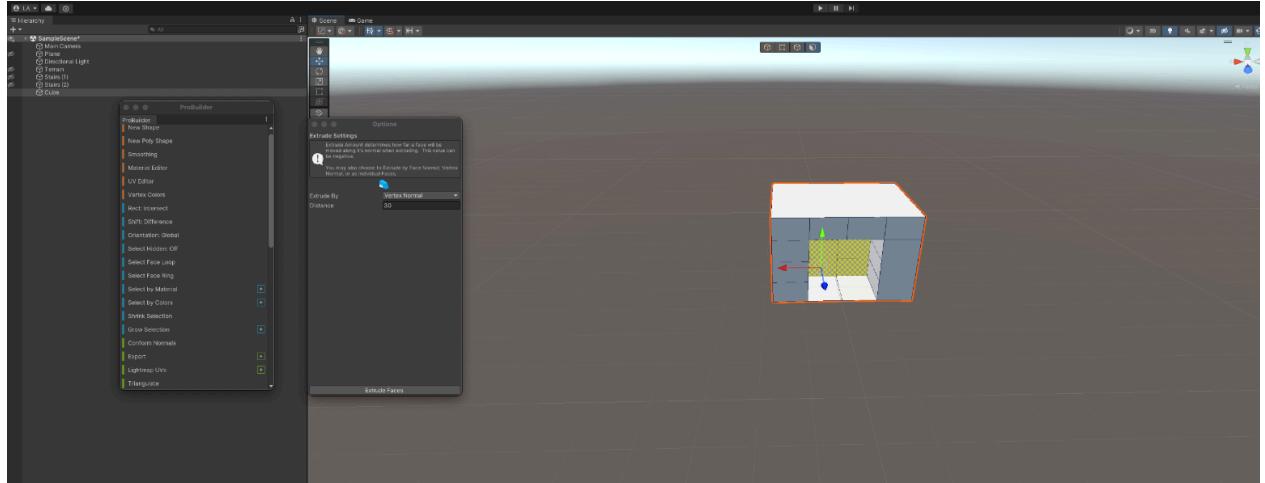
We finished the first step of creating the shape of the Templo Mayor, now we are going to add the stairs to the front. To this we create a new shape using the ProBuilder Tool. We click New Shape, this time the shape is going to be a stair, in the window we will specify the amount of steps.



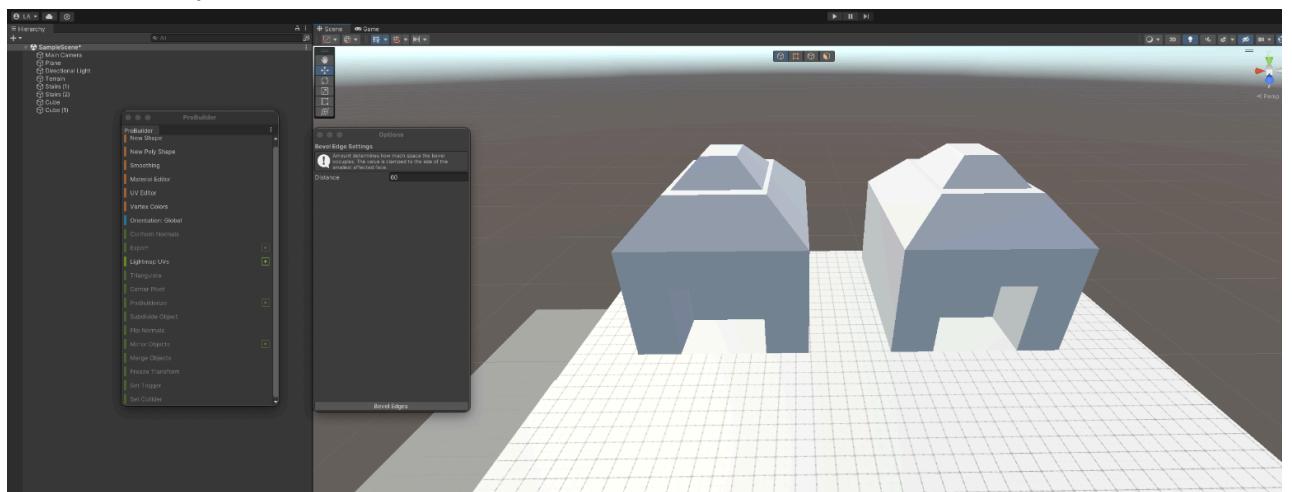
We add the stair to our pyramid and the result is shown below.



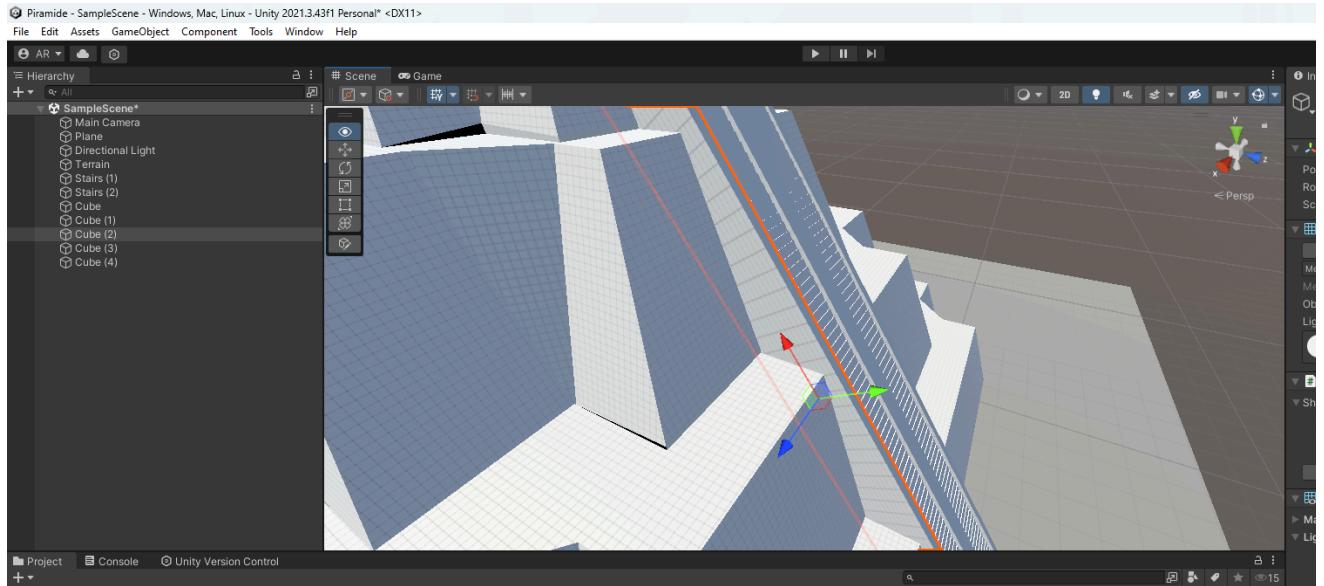
To finalize the Templo Mayor we now need to add to house structures at the top. To do this we create a new shape in the ProBuilder, in this step it is the cube. We then create the door by dividing the front face, the same process to create the levels(extrude faces), and then pushing them inwards creating the door.



We then fix the ceiling, using the same method as we did for the Templo Mayor, Extrude Faces and Bevel. Then we duplicate the house and we finalize with both houses at the top of the Templo Mayor.



We added trim for the stairs to better duplicate Templo Mayor.



We went to the asset store and downloaded free assets to add to the scene.

Packages: My Assets	Sort: Name	Filters	Clear Filters
Lowpoly BountyHunter RIO 2	1.1		
POLYGON - Sampler Pack	1.1.0		
Robot Hero : PBR HP Polyart	1.2		
Sci-Fi Styled Modular Pack	1.1		
Animals FREE - Low Poly Asset Pack by ithappy	1.0		
Low-Poly Simple Nature Pack	1.24		
<b>Low Poly Vegetation Kit Lite</b>	<b>1.1.5</b>		
Low Poly Skeleton	1.0		
Revolver Gun (Low Poly)	1.1		

**Low Poly Vegetation Kit Lite**  
Proxy Games  
Version 1.1.5 - July 01, 2024 [Asset Store](#)  
[View in Asset Store](#) [Publisher Website](#)

Note: Before updating to the new version, ensure to back up your project if you are using the older one.

More...  
Images & Videos  
[View images & videos on Asset Store](#)

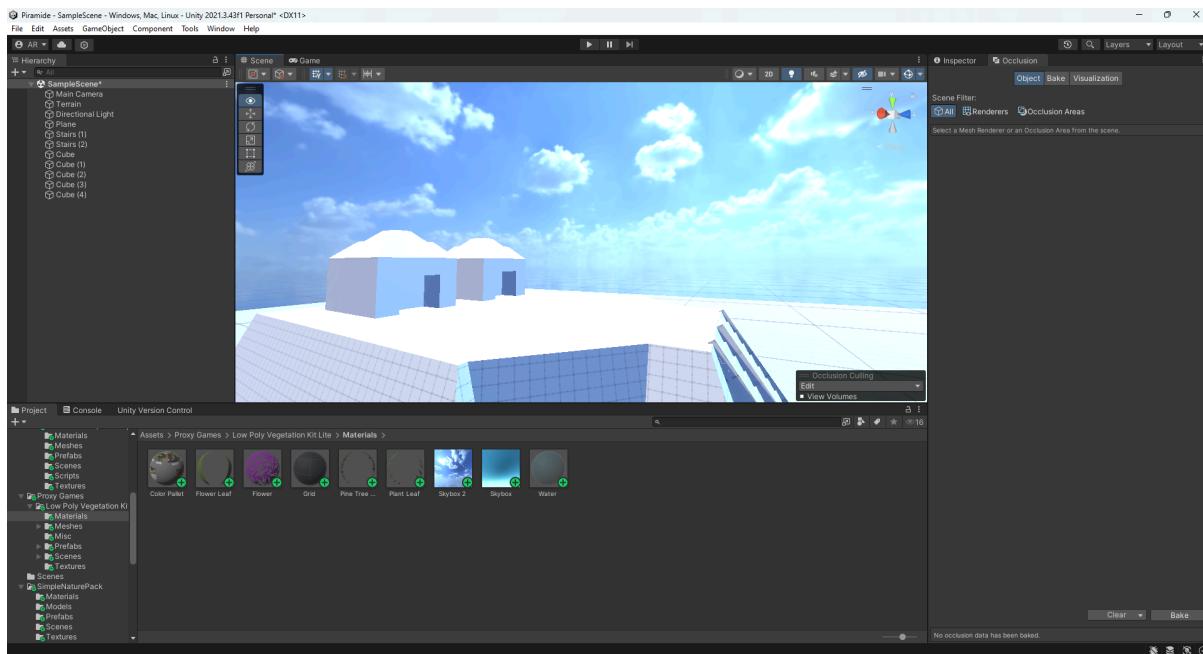
Package Size  
Size: 158.43 MB (Number of files: 126) Supported Unity Versions  
2022.3.18 or higher

Purchased Date  
September 20, 2024

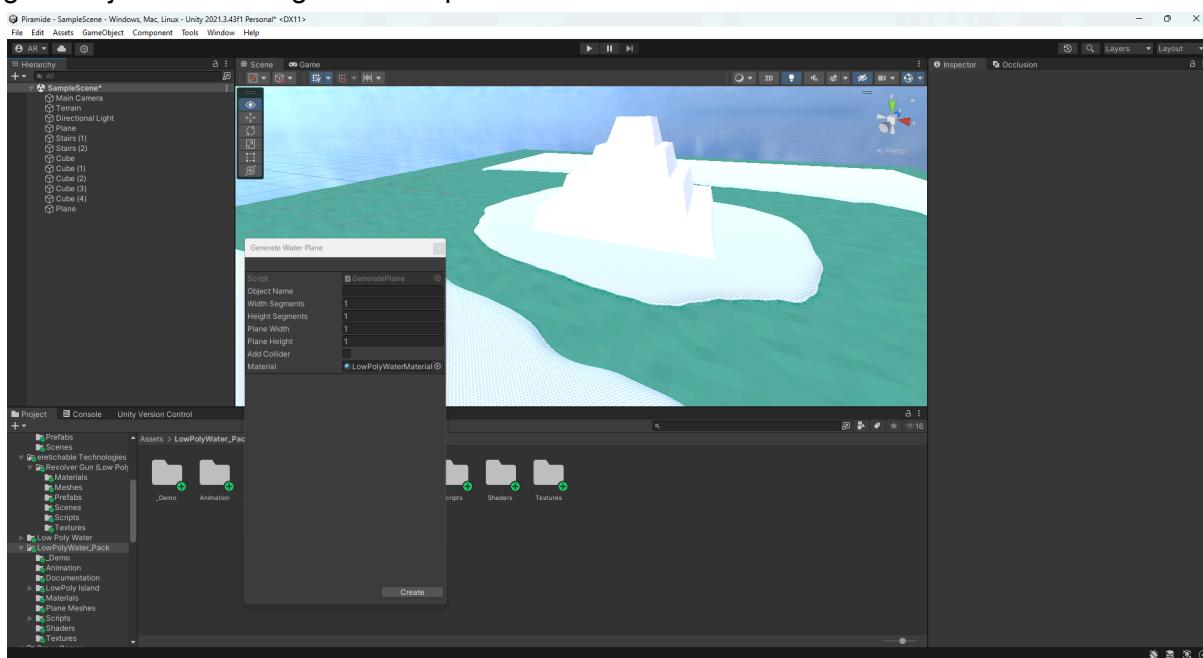
Release Details  
1.1.5 (Current) - released on July 01, 2024  
Original - released on August 19, 2020

9 of 4 Load All Last update Sep 20, 19:10 Import Re-Download

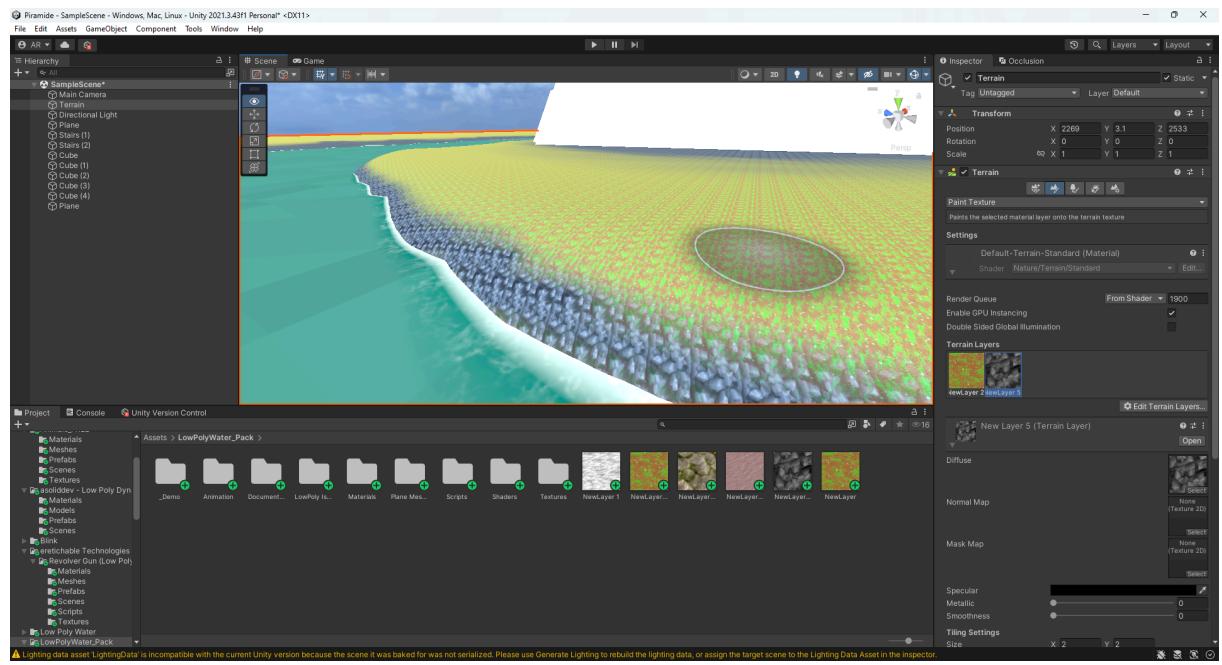
We added a skybox to the sky to make it more spectacular.



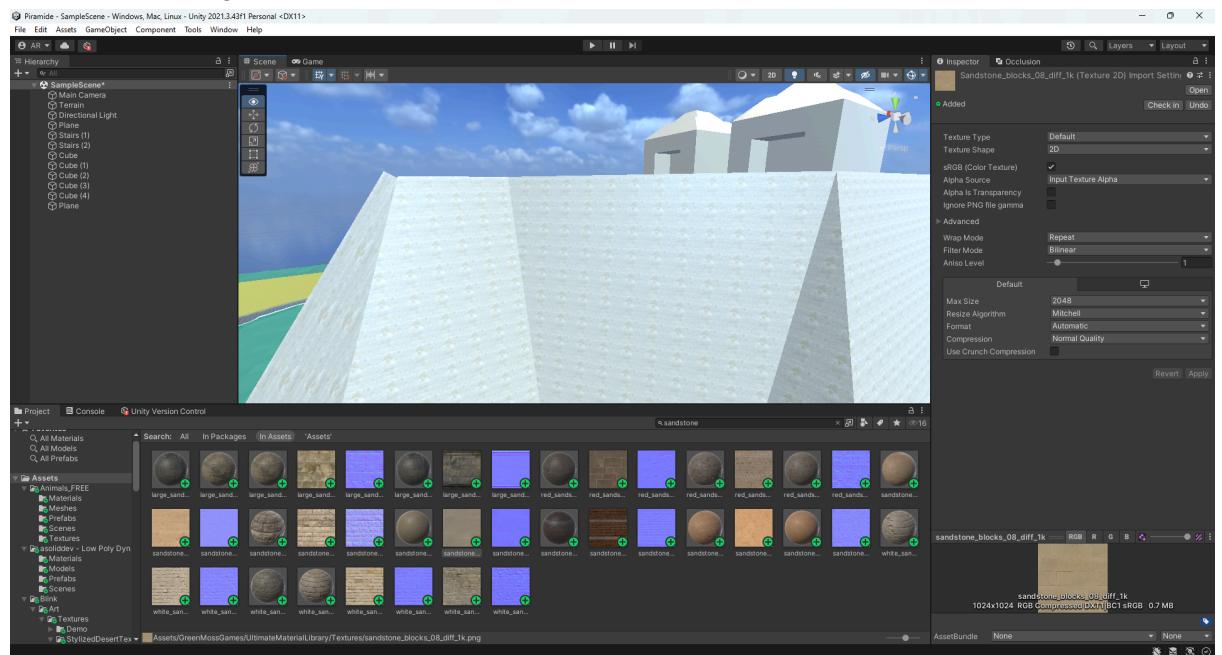
We then added an asset that helped us add a water plane in as simple as opening gameobject and adding the water plane.



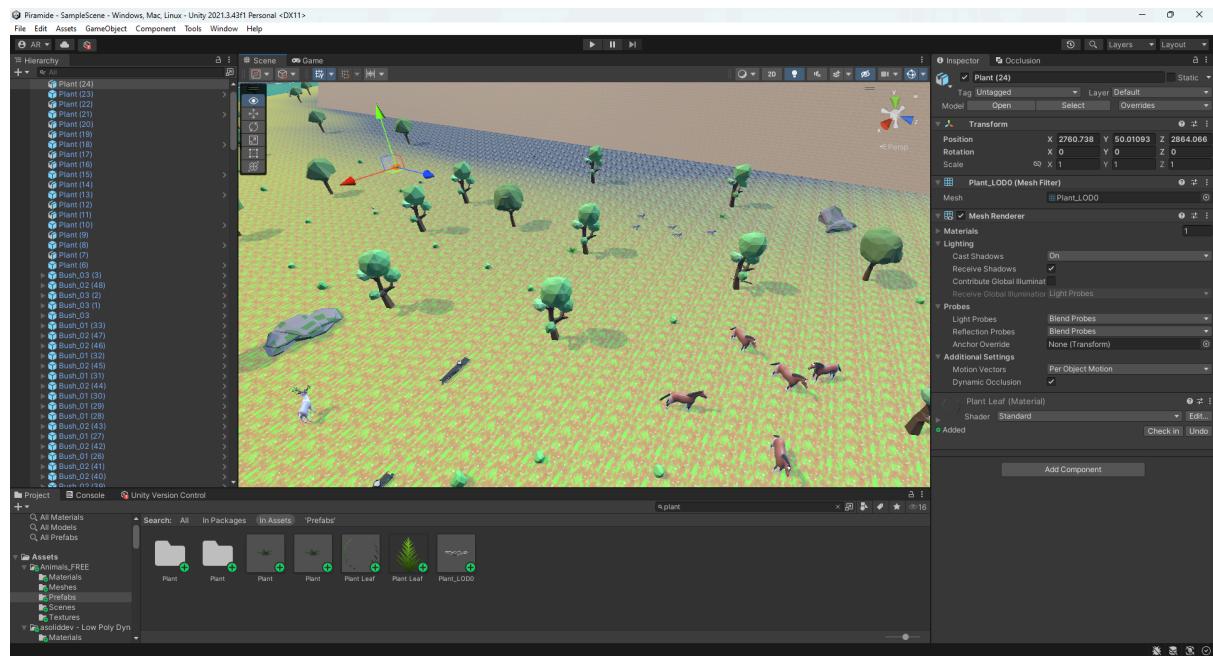
After adding the water plane we lowered the terrain and made it look like the pyramid is in the middle of an island to duplicate the lake and added the textures to the terrain.



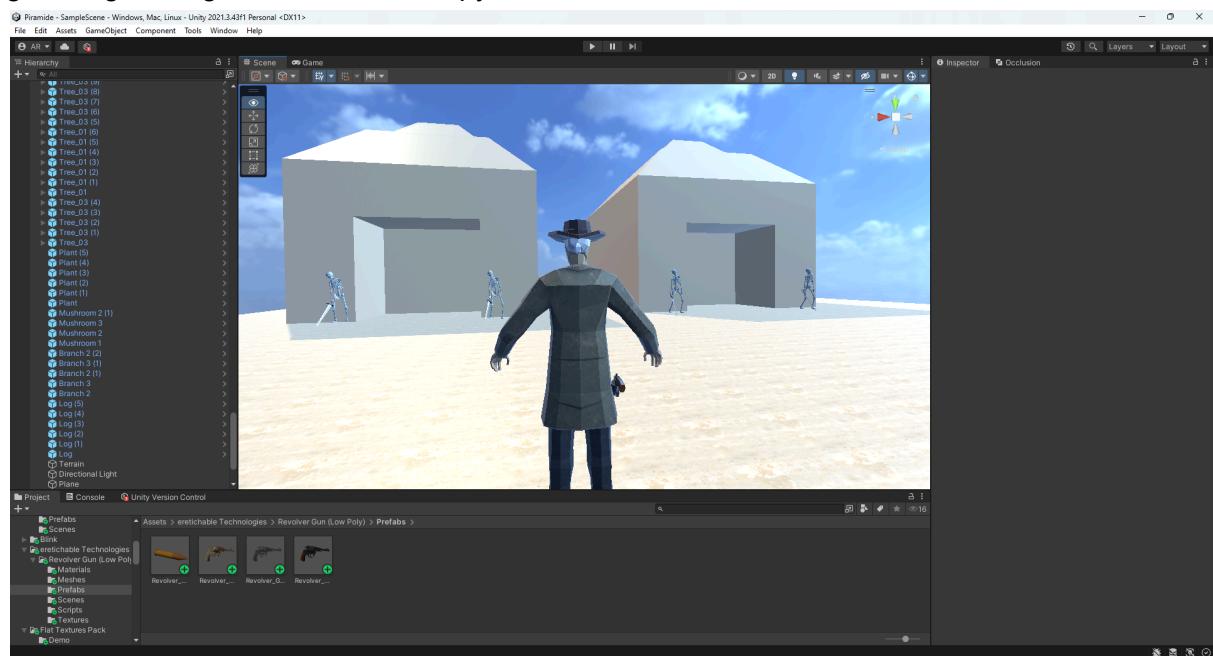
We added the materials to the pyramid, choosing a sandstone material as it looked the closest to the original.



We then added trees, bushes, plants, logs, rocks and animals around the environment.



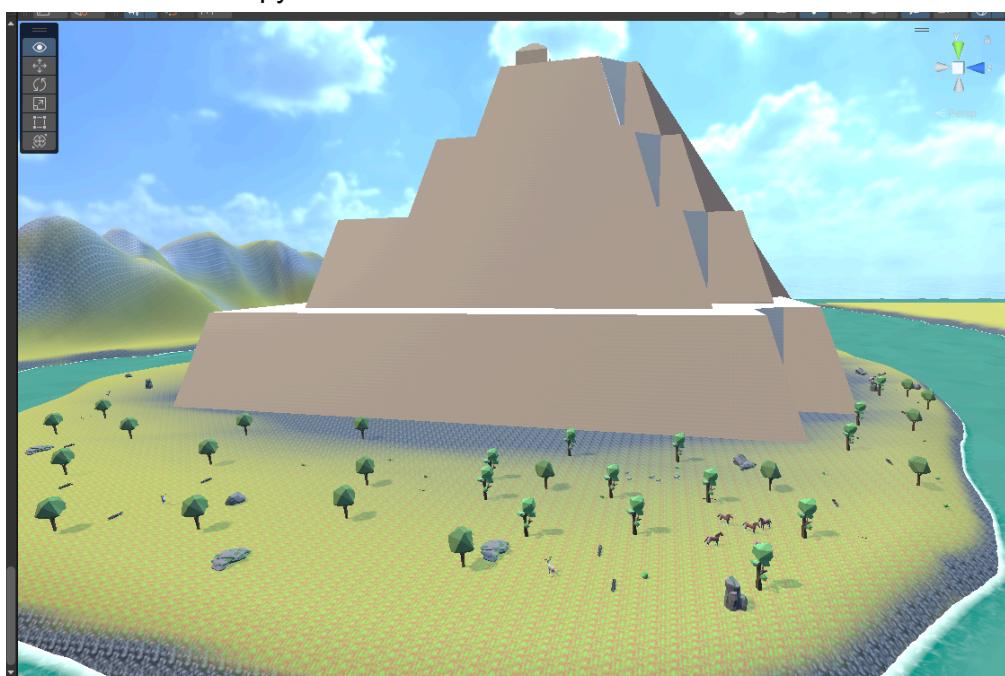
To the top of the pyramid we added the bounty hunter armed with a revolver against skeleton guards guarding the secrets of the pyramid.



We then add some hills and textures to the background.



That concludes our pyramid.



## Short Story

The game is going to be called "Shadow of the Serpent," where players embody Marcus Steele, a seasoned bounty hunter armed with a trusty revolver. Venturing into the heart of the Mexican jungle, Marcus seeks the legendary treasures hidden within an ancient Aztec pyramid shrouded in mystery and guarded by supernatural forces.

As he explores the labyrinth-like corridors of the pyramid, Marcus confronts skeletal warriors wielding sharp obsidian swords. These undead guardians are relentless, pushing him to use his sharp wit and quick reflexes to navigate treacherous traps and solve cryptic puzzles that have claimed countless adventurers before him.

The adventure reaches its peak when Marcus faces a formidable skeletal lord in an epic boss battle. After he defeats the boss the temple begins to collapse around him, he must not only secure the hidden treasures but also escape the crumbling structure alive.