COMP 305

Game Programming 1

# Lab 6 - Particles

## Due: TBD

**Instructions:**

Using an image editing tool of your choice (Photoshop, GIMP, etc), draw a simple campfire asset. This asset should be the base of a campfire and **not include flames or smoke**.

Import the campfire to Unity and construct believable fire and smoke using Unity’s particle system. You may utilize multiple particle systems to achieve the desired effect.

**NOTE:** Visual quality of the fire and smoke is important. Poor looking particles will not be accepted.

Build a WebGL solution to a folder called **Builds** (Assets/Builds) and upload to GitHub

**Submission:**

* Link to your GitHub repository that is hosting the Lab 1 files. Submit the link to eCentennial.
  + Ensure you have a minimum of 1 push
  + Ensure your Unity files are present
* Ensure your WebGL build is in your repository

**Marks:**

* **5xp**