



Garden

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I made a garden using primarily downloaded assets. I started off by laying out the grass and fencing using for loops and then adjusted the front of the garden by skipping some increments of `i` in the loop so I could fit in a gate as well. I then placed the fountain, trees, and benches. I tried to get a bit creative with the bushes by staggering their positions depending on whether `int i` was even or odd in the for loops. I reused the bush obj for the gold and purple flowers in the front by scaling them non uniformly (flattened it along `y` axis). The benches and corner plants were placed using for loops and rotations like when placing the circles of trees in the Angry Bird Palace.