

P09 Castle

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Due Tuesday by 11:59pm **Points** 20 **Submitting** a file upload

File Types png and jpg

Follow the videos and create a castle, i.e. a kingdom. The castle must have the following:

1. 4 walls to protect the kingdom
2. Large pillars on each of the 4 corners (or more if your kingdom is not rectangular! Pillars could eventually contain cannons and turrets to protect the villagers)
3. Houses (villagers need to live somewhere)
4. Create materials to properly color all objects in your kingdom with at least 4 different colors.
5. Be sure you make your floor size at least 30x30 (scale of 3 times using the 'plane' game object)
6. Be sure you name all the game objects properly in the hierarchy view. A wall should be a wall not a cube.

Submitting your work

1. Submit an image of your castle here.
 1. Take a screenshot of your complete Unity development workspace.
 - Ctrl-Printscreen or Snipping Tool on PC
 - Shift-Cmd-4 on Macs.
 2. Must have the following 2 views: hierarchy view and scene view.
 3. Hierarchy view must show the name listing of all game objects in the scene
 4. Scene view must be of the complete castle/kingdom
 5. Submit the images as a PNG or JPG file

Example image screenshot

