

# Skybox Proposal

## Overview

Many times, the sky in a video game or simulation could help a user feel immersed. However, many free skybox assets on the Unity are too drastically different from a style or a feel that a developer wants to go for. This could pose a problem for developers that may not have the budget for a skybox that will fit their environment. The skybox I will make will hopefully fill in this need so that the sky will look more natural available.

## Goals

- Study the sky at different times and weather. See what looks naturally
- Create a functional skybox
- Skybox can be adjusted in the inspector to shift hues
- Skybox will be simple and stylized, but in a way that isn't too drastic

## Resulted Product(s)

- 6 images will be made to make at least 1 complete box
- Hue can be changed to help match time of day
- Code so the skybox can move/rotate/change colors
- Free Asset on the Unity Store

## Schedule

- Research phase will end October 31
- Development Phase will end November 30
- Refining and Implementation will end before December 14