Attached to the main Unreal Engine folder is a video labelled Challenge 1 which is a small clip of the gameplay of a resource-gathering game created in Unreal Engine. The parts I worked on are as follows:

* Trigger volumes (the pressure plates)
* Scripting behaviour and resource gathering of the snowman-like workers
* Landscaping the terrain, building placements, foliage creating, and designing certain assets like the workers and the stone gate wall

Unfortunately, the video itself is too big and long to fit in Github, so I’ve attached a google drive link instead.

<https://drive.google.com/file/d/1GF550CfuB6o0qrWhYUKsCndu3OzXf_YF/view?usp=sharing>

The Landscaping sub-folder in the Unreal Engine folder showcase various different properties and effects I used such as emissive materials, foliage, and lighting.