GD2 – Fa ‘21

World Gen 2: Filling landscapes with life ‘n stuff

# Project Administration (10):

* Add annotations to this rubric: fill in the blanks, answer relevant questions, etc. Make sure your annotated rubric accurately and thoroughly describes what you’ve built.
* Put a copy of your annotated rubric into the root folder of your project.
* The entire World Gen project is due in-class on Wednesday, November 10

# Base Requirements (75):

InstallWater: (or something other than water)

* Build a script that can fill your world with a tiled-type resource (water, blood, oil, etc.)
* You may use the InstallWater script, or write your own variation
* *Explain: What does your script install on the landscape?* ***Pink Water will be installed on the landscape.***
* *Explain: How does your script decide where to install this resource? Elevation? Something else?* ***It’s depends on the elevation.***

Fill Niche: **Done**

* Create a Niche ScriptableObject
* Write a FillNiche function in TerrainSquitch that can fill a Niche in your Terrain

Filled-Landscape function:

* Upgrade one of your landscape-making functions to use both InstallWater and FillNiche
* When you run the function, it should:
  + Create a Terrain in the given style (RiverValley, Volcano, Moon, City, etc)
  + Fill the Terrain with a water-like tile-type resource
  + Fill one Niche
  + Fill a second Niche
  + Fill a third Niche
* *Explain: What is the name of your landscape-making function?* ***The function is called CityOfKonnor().***
* *Explain: What are the three Niches that it fills?* ***Crystal, Sheep, and Tree.***

Learn by Teaching:

* Pick one of the following scripts: ExtrudeBox, RandomWalkProfile, SingleStep, ManySteps, InstallWater, or FillNiche
* Create a short tutorial video of 2 - 10 minutes, where you
  + Write the code
  + Explain how the code works
  + Explain how this function is useful in procedural terrain generation
  + Demonstrate how to use the function to help build procedural landscapes
* Post your video to some place in the cloud. It may be public or private. (yes, private is fine)
* *Do: Paste a link to your video here:*

# Stretch Goals:

* **Clusters option for FillNiche** (+3 to +10): Right now, the FillNiche script adds objects one at a time. Create a new option that allows you to create clusters of objects. There are many ways you could do this. Any way is fine.

*Explain: In a few sentences, how does your cluster option work?*

* **Additional Filled-Landscape functions** (+2 to +10): Upgrade additional landscape-type functions to use InstallWater and/or FillNiche. Extra respect if you use AI-based plants / animals / things from the Survival project

*Explain: What landscape-functions did you upgrade?* ***It’s still CityOfKonnor().***

*Explain: In each upgraded function, what niches are filled?* ***Crystal is changed to the CrystalAi in the survival project. Other niches didn’t change.***

*Explain: What Survival assets have you used?* ***CrystalAi.***

* **Other** (+1 to +20): Something nifty and interesting on the theme of procedural terrain creation and manipulation.

*Explain: What nifty thing did you build?*