Project 2 Final Report

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Track 2 Project:

    Tundra Survival

Description:

    A survival game that teaches the treachery of the tundra. As a lone survivor, the player must learn how to survive in the environment and find their way out of the tundra.

Implementation:
    Unity Engine

Asset Development:
    Unity Engine
    Blender

Features:
    Exploration
    Normal Physics
    Animal Ai Scripts
    Fast Pace Movement

Interesting aspects:

Terrain, artistic style, and education

Visual Appeal:

Custom models and terrain,

Sound Effects:

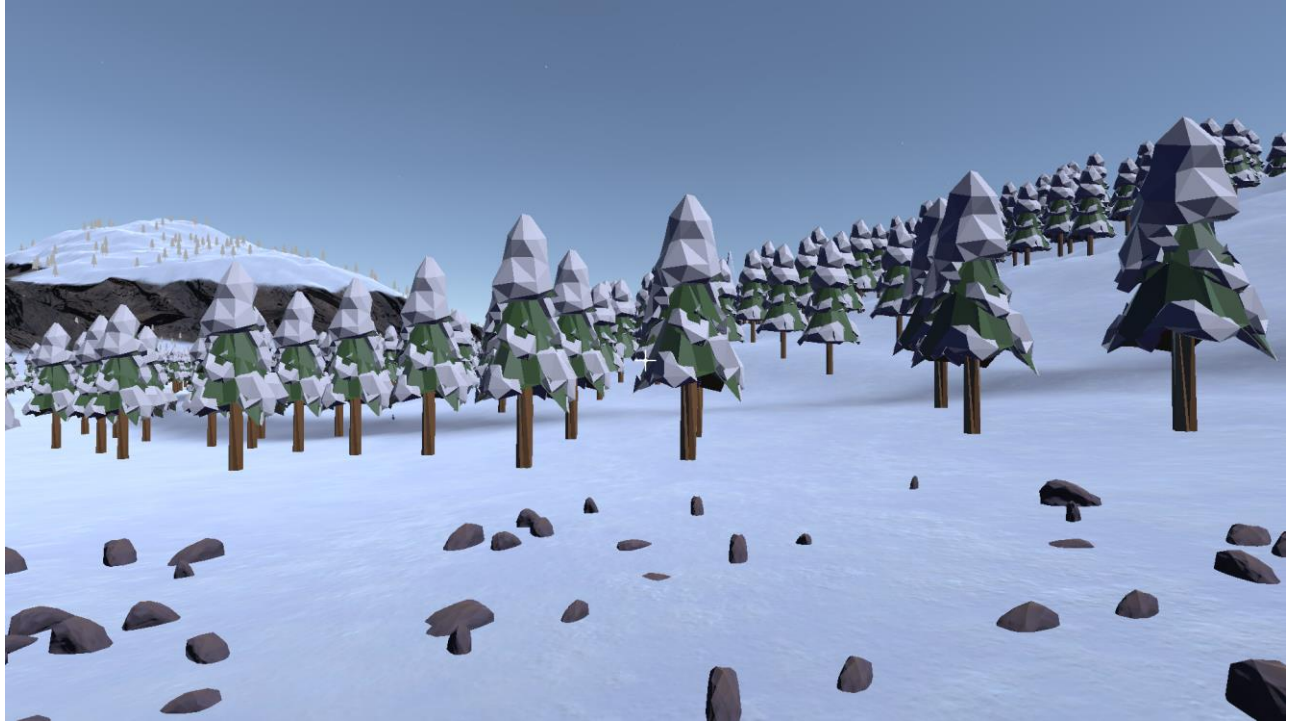Wind-blowing, Footsteps, Music, and more

Screenshots -

Part of the custom built plane model that is positioned in the starting area where your character crashes.

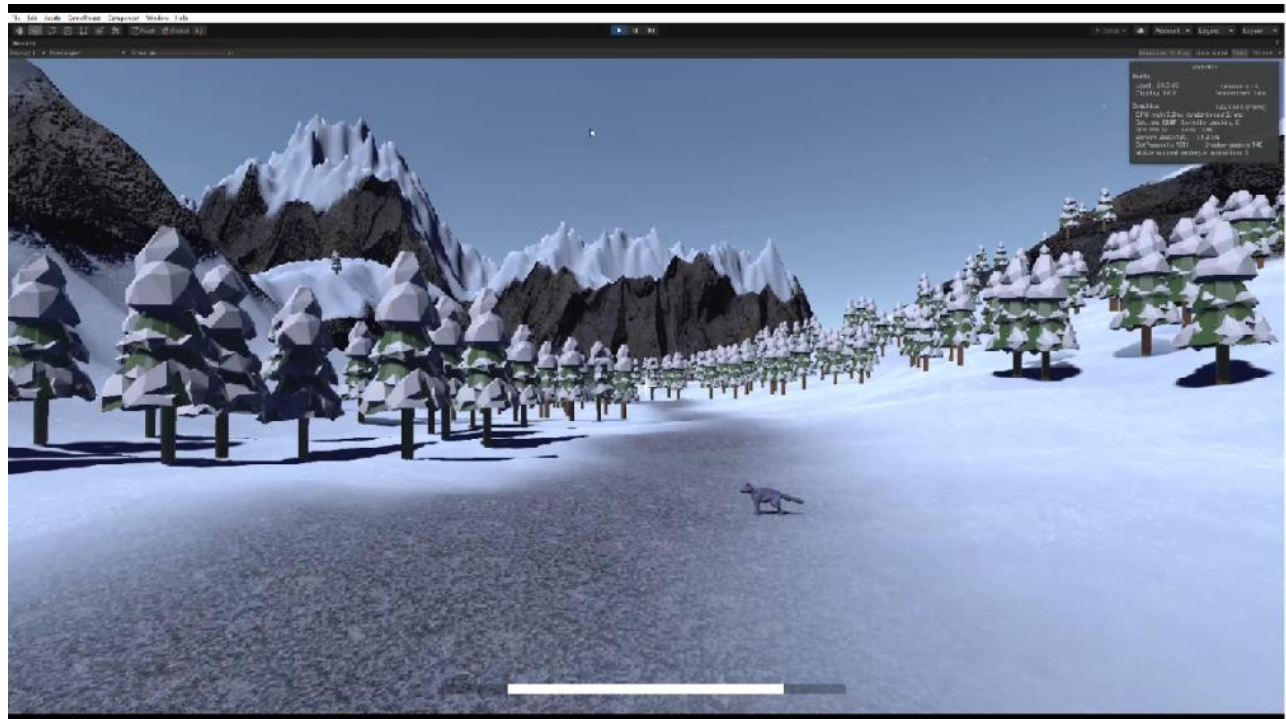Rocks and ground textures that were made in engine.

Tree models and textures built in blender and in-engine of Unity with some grass and mountain landscapes.

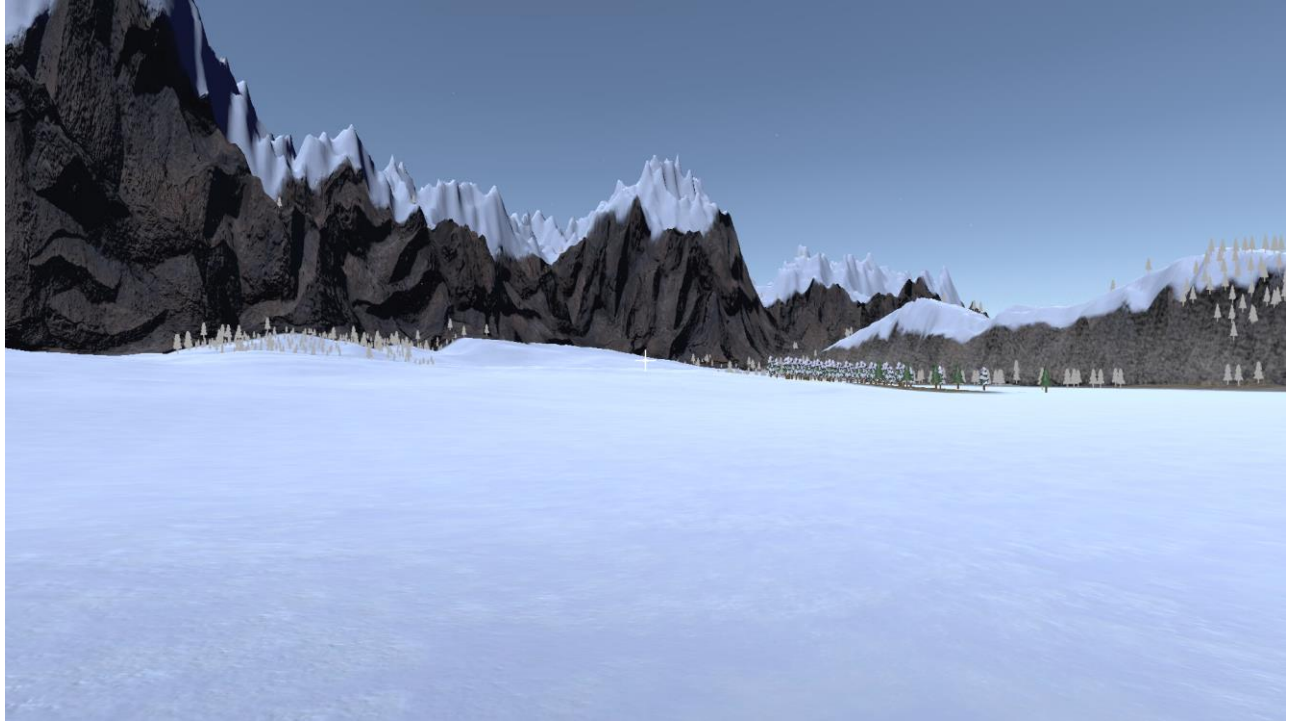Part of the vast forests that scatter all over the map and mountains.

Rabbit wondering the forest with a custom built Ai and Script.

Another custom built animal model with its own Ai and scripted movements.

A closer look at the in-game rabit.

Mountanious and barren tundra terrain with some trees in the distance.

Credits (Imported assets) –

1) open source pause menu
2) hail particles by luke peek
3) footsteps(snow and grass) mgwsoundDesign
4) free doubleslideshader (ciconia studio)
5) free audio from freesoundbank.com
6) wind sounds
7) Music: https://www.bensound.com/royalty-free-music/track/relaxing