

## Project 2 Mid-Review Report

### Team Members:

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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 through finding parts to build the escape.

### Implementation:

Unity Engine

### Features:

Day/Night Cycle with unique aspects to each

Hot/Cold Environment that can lead to game over

Building equipment to survive

Health monitoring to make sure the player survives

Education:

Book that teaches on the tundra and how to survive in it

Interesting aspects:

Terrain, artistic style, and education

Visual Appeal:

Custom models and terrain, Day/night textures and models, and more

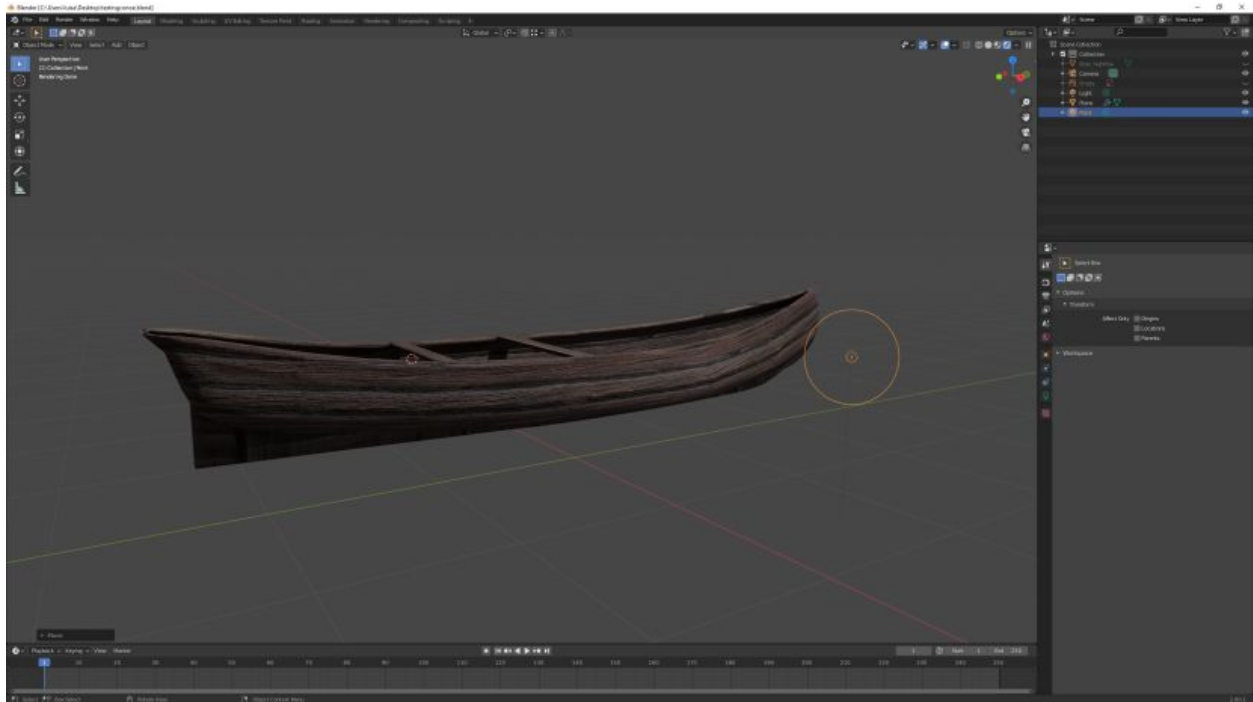
Sound Effects:

Wind-blowing, Footsteps, crackling fire, and more

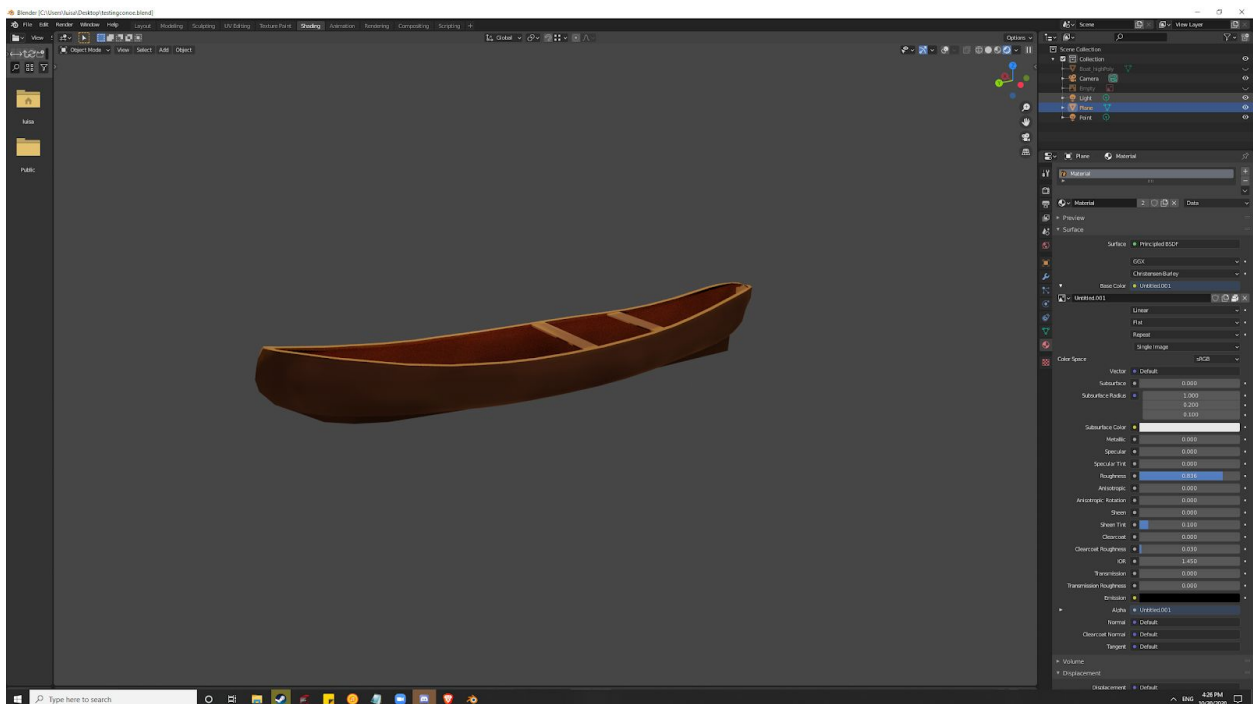
Models: (draft models may change later)

Boat:

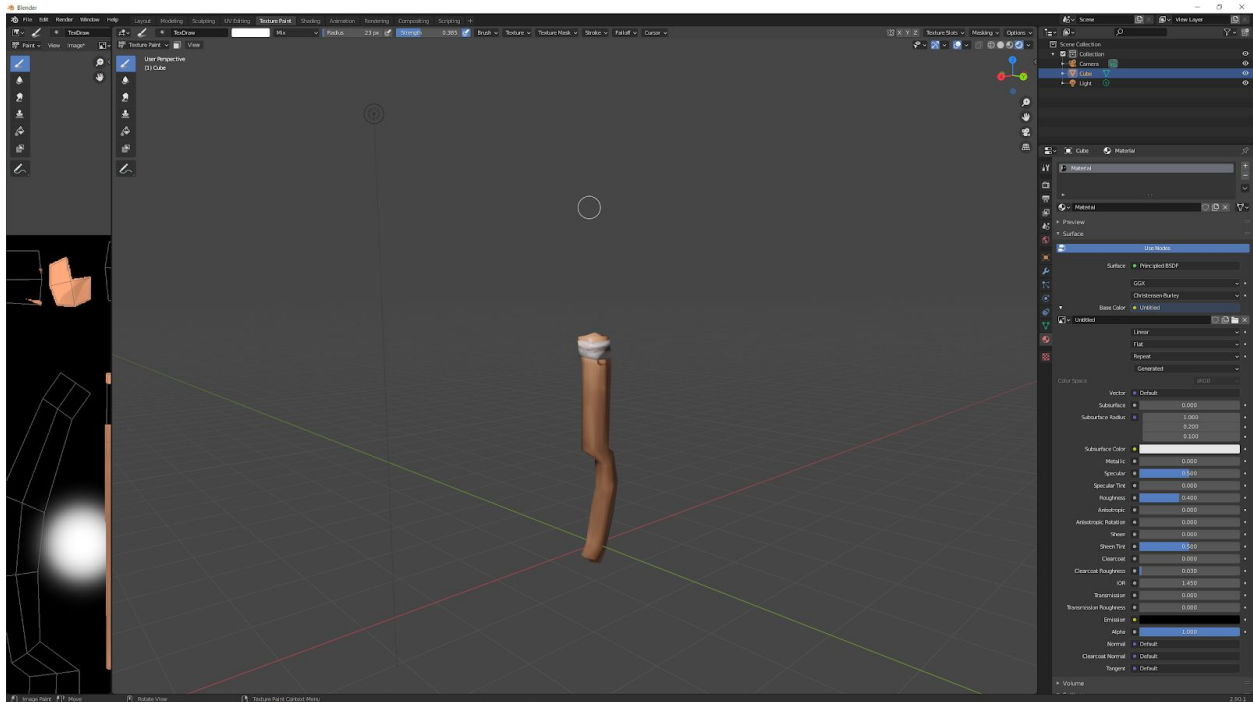
Realistic approach:



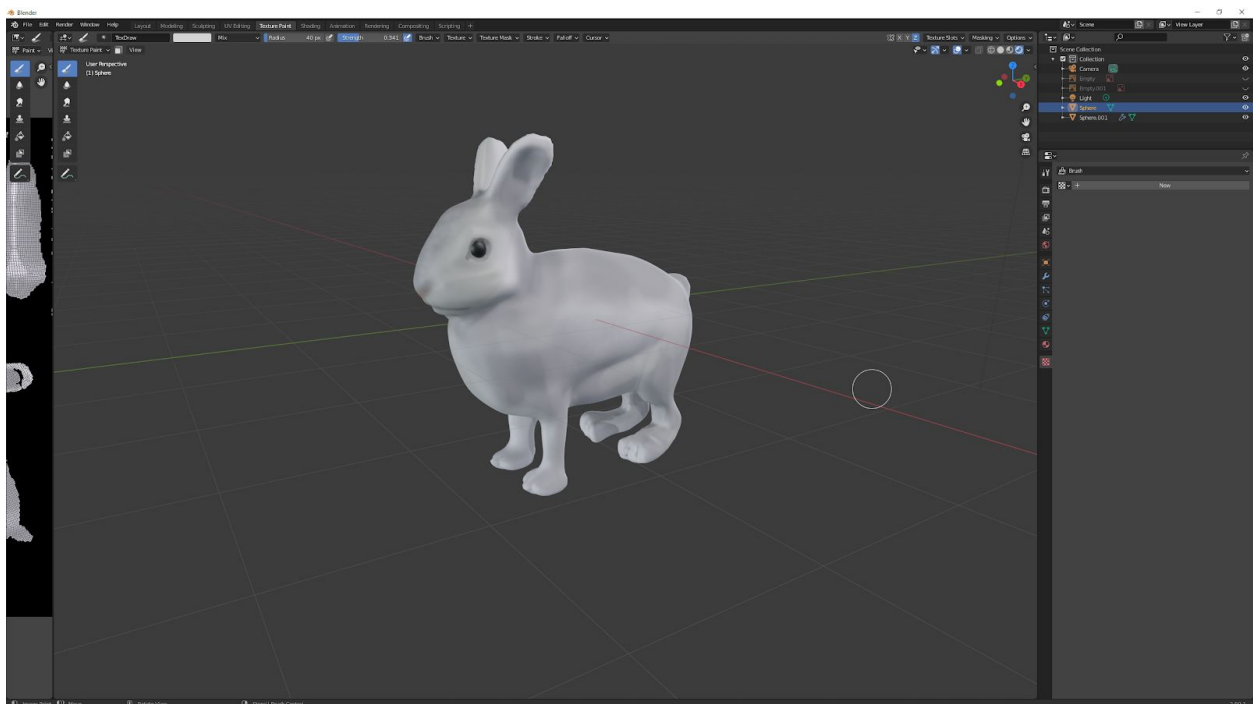
Stylized approach:



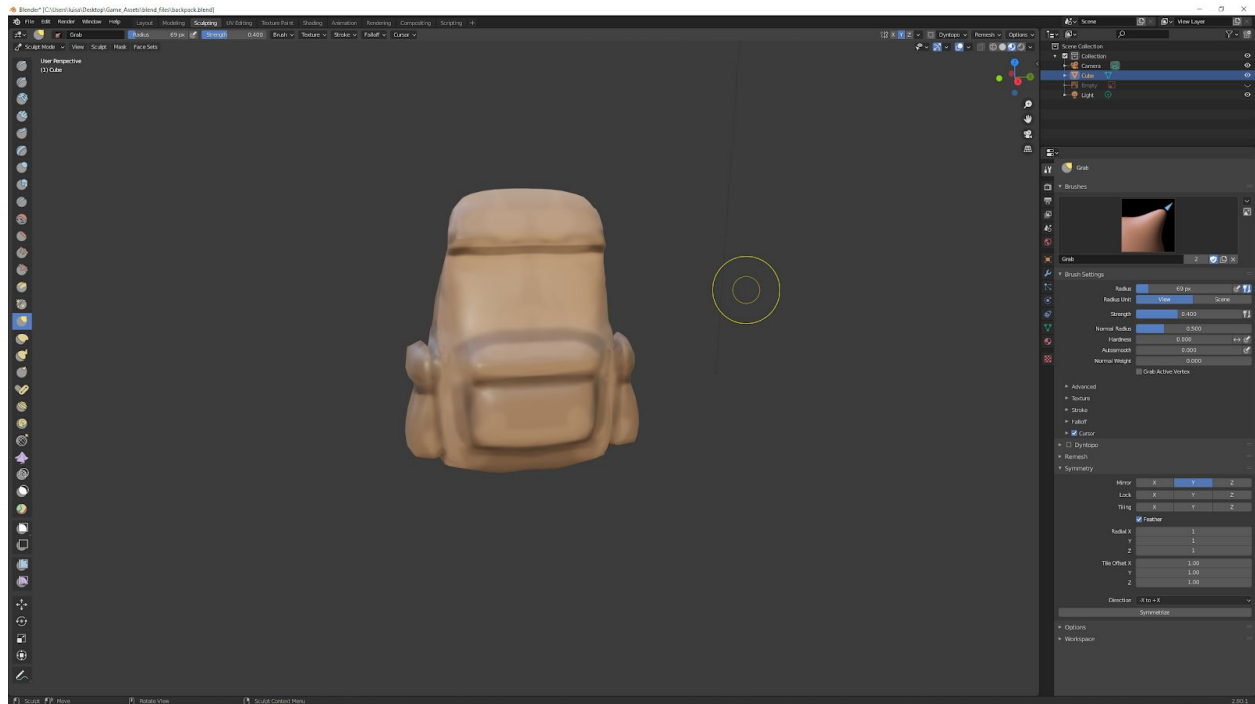
Torch:



Snow Hare:



BackPack:



Sketches:

