Game & Level Design
Exercise: Level Composition

Design and create a level in Unity. Use the assets from one of the Unity packages provided in the course. The scene should be freely planned and designed by yourself. Use a storyboard and/or a mood board in your planning phase.

Work in groups (**two** people per group).

Create your project using one of the latest Unity LTS versions (eg, 2021.3.*). Your project has to use the Universal Render Pipeline (URP). Don't be lazy/avoid a minimalistic design and use a great variety of the assets provided. Not doing so will result in a penalty (point loss).

Checklist:

- Composition plan (PDF) (5 points)
    - Mood board (Color schemes/mood setup) - 2P
    - Storyboard (Sketch/Description) - Describe what your scene is about and think about story/quests -2P
    - References to external resources - 1P
- Assets & Aesthetics (15 points)
    - Create at least 2 rooms and 1 corridor
    - Select items to support your environment
    - Distinctive spots (choke points, camping spots, etc.) or place quest items
    - Placement of objects
- Lighting (10 points)
    - According to mood board/storyboard
    - Lights in Unity (Lightmap)
    - Use lights to create effects
- Dolly shot or First Person Controller (10 points)
    - Dolly shot
        * Two or more camera dolly shots

* You can use Cinemachine & Timeline
* For format specification check 'Contents of your upload'
  - First Person Controller
    * Use the "First Person Character Controller" by Unity Technologies
    * New Input System
    * Add at least one trigger-effect to your scene (trigger box/switch/...)

Contents of your upload:
- Composition plan (PDF)
- Your scene (including asset dependencies) exported as unity asset package (.unitypackage)
- Video file
  - Use the Unity Recorder package for recording
  - H.264/MPEG-4
  - 90-120 seconds
  - 1920x1080/Full HD

Upload a single zip containing all of the above! The name of your file has to contain the names of all team members.