

### **Team Strudel: Courtney Rather and David Burdett**

For our design, we wanted to focus on the adventure aspect in our level. Our level is based in a jungle, which the player can explore around, and even find an abandoned temple. Throughout the level, we are going to place collectables that look like bugs. The story is that the player is a bug collector and they are in the jungle collecting exotic bugs. Five of our models are going to consist of a tent, a jungle temple, a rope bridge, a fire pit, and some trees. Other models that may be included are more trees, a net for our bug catcher, and bugs that will be used as collectables. For the purpose of this whitebox, we are replacing the bugs with stars to make them bigger and more noticeable in our scene. As for our final aesthetic, we are looking to mimic the style of the game P.E.A.K., which uses low-poly objects with lots of textures and shading.

### **UPDATES- ALEX HELP**

Cinemachine sucks- Cinemachine was having issues, and either the Cinemachine Brain component or your script was causing errors with the camera you made with your character. I think it is either an issue with our version of Unity or an issue with the version of Cinemachine we have downloaded. Regardless, it was not letting us build a playable version of the game. Instead, we have included the Unity file, so you can play the game directly in Unity, and still wonder around our map.

Also, on a lesser note, our scene includes many trees, as it is a jungle. We are noticing the camera is having a hard time focusing on the character due to the trees. We were wondering if you could help us next Thursday during class to figure out how to get the camera to be less “bouncy”.