# COMP1150/MMCC1011 Game Design Task Report

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Unity features used in this assignment (PLEASE COMPLETE CLAIMED COLUMN AND TOTAL):

|  |  |  |
| --- | --- | --- |
| **Effect / Feature** | **Marks** | **Claimed?** |
| A **First Person controller** with which the player can navigate the scene | - | **YES** |
| An **outdoor** section built using the Terrain editor (and dressed appropriately with terrain elements) | 25% | Yes |
| A dressed/furnished **indoor** section constructed using ProBuilder and/or Unity primitives (cubes, spheres, etc) | 25% | Yes |
| Appropriate [textures](https://docs.unity3d.com/Manual/Shaders.html) on the indoor section | 5% | Yes |
| * Appropriate textures using [height and normal maps](https://docs.unity3d.com/Manual/StandardShaderMaterialParameterNormalMap.html) | + 5% | Yes |
| A simple single-state [animation clips](https://docs.unity3d.com/Manual/animeditor-UsingAnimationEditor.html) | 5% |  |
| A [multi-state animation](https://docs.unity3d.com/Manual/AnimationStateMachines.html) that responds to trigger or mouse events | 5% | Yes |
| Direct [light sources](https://docs.unity3d.com/Manual/LightSources.html) beyond the default Directional Light | 5% | Yes |
| * [Baked indirect lighting](https://docs.unity3d.com/Manual/LightMode-Baked.html) in the Indoor section | + 5% |  |
| * Use of [light-probes](https://docs.unity3d.com/Manual/LightProbes.html) for dynamic indirect lighting | + 5% |  |
| Use of [reflection-probes](https://docs.unity3d.com/Manual/ReflectionProbes.html) and reflective surfaces | 5% |  |
| Appropriately chosen [post-processing effects](https://docs.unity3d.com/Manual/PostProcessingOverview.html) | 5% |  |
| * Using both global and non-global (trigger) volumes | + 5% |  |
| Use of [multiple cameras](https://docs.unity3d.com/Manual/CamerasOverview.html) (e.g. overlaid cameras or rendering to a texture) | 5% | Yes |
| [Particle systems](https://docs.unity3d.com/Manual/ParticleSystems.html) | 10% | Yes |
| Objects controlled by [physics](https://docs.unity3d.com/Manual/PhysicsSection.html) | 5% | Yes |
| * Using [joints](https://docs.unity3d.com/Manual/Joints.html) | + 5% | Yes |
| Appropriate 3D spatialised [audio sources](https://docs.unity3d.com/Manual/AudioOverview.html) | 5% |  |
| * Audio [reverb zones](https://docs.unity3d.com/Manual/class-AudioReverbZone.html)**,**[effects](https://docs.unity3d.com/Manual/class-AudioEffectMixer.html) and [filters](https://docs.unity3d.com/Manual/class-AudioEffect.html) | + 5% |  |
| **TOTAL:** | INSERT TOTAL PERCENTAGE CLAIMED | |

**Note:** Totals greater than 100% will be rounded down.

## 1. Terrain

**Features used**:

* An **outdoor** section built using the Terrain editor

**Where in Hierarchy**

* /Terrain

**Description**:

**Screenshot**:

## 2. Example: Burning Tiki Lamps

**Features used**:

* Direct [light sources](https://docs.unity3d.com/Manual/LightSources.html) beyond the default Directional Light
* Particle effects

**Where in Hierarchy**

* /Terrain/Torches/Tiki Torch 1-10

**Description**:

**Screenshot**:

# Assets Used

You are allowed to use any 3rd party assets (models, textures, scripts, music, sfx, etc) in creating your game, so long as you have license to use them. Copyright violation is a breach of academic integrity and will be treated appropriately. Your report **must** include a list of all such assets that you use in your game.

## Textures

* Bricks on the House - Tileable Bricks Wall by Game-Ready Studios (<http://game-ready.store/>)
* Wood, Grass, Trees, Fire, Rocks, Roof, Dirt, Stone, Ferns – Standard Assets Provided
* Carpet - Nice Materials Pack Vol. 2 by Çağlayan Karagözler (https://caglayankaragozler.com/)

## Details

* N/A

## Models

* N/A

## Scripts

* First Person Camera – Standard Assets Provided

## Audio

* First Person Camera Footsteps – Standard Assets Provided