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Futuristic City Project Brief

The city that I am going to build is set in outer space. My idea is that I will have one main city, multiple cities around it and space stations that the player will be able to visit. I plan for there to be different planets each with a city on them that the player can visit. The player will fly around in a sci-fi spaceship. If possible, I would like them to be able to enter and leave the ship also. I have set up a space scene with stars, nebulas, and planets so far.
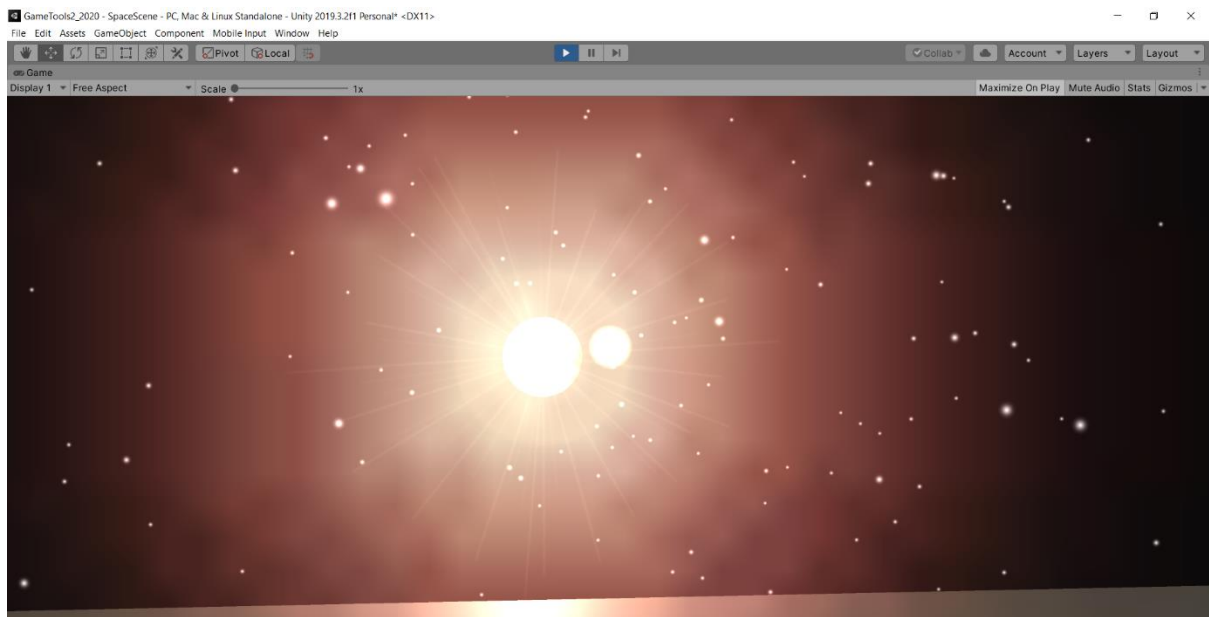

Right now, the player starts off in a space station where I have used rendered textures and a rotation script set up on the camera so that the player can look out the windows and see different parts of the environment at different angles.
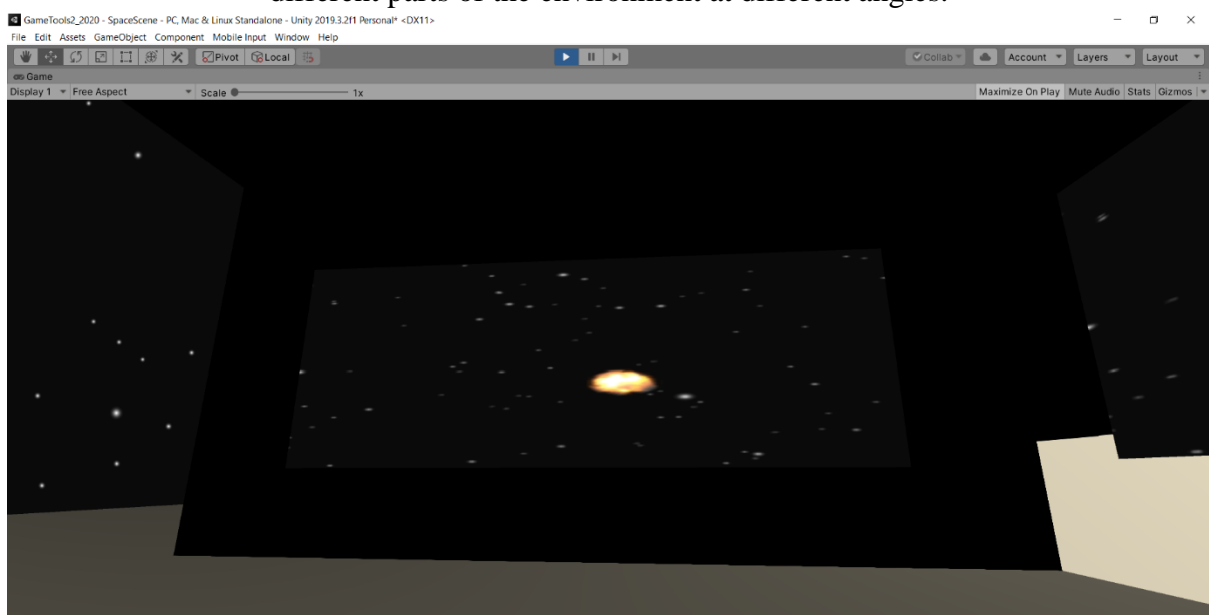
When the player spawns in the space station a ship lays in front of them and I would like for them to be able to enter and exit it as I said before. I have set up controls for the spaceship using the keyboard, I am using scripts to add force and torque which guides the ship in different directions however I may change the controls to mouse and keyboard.
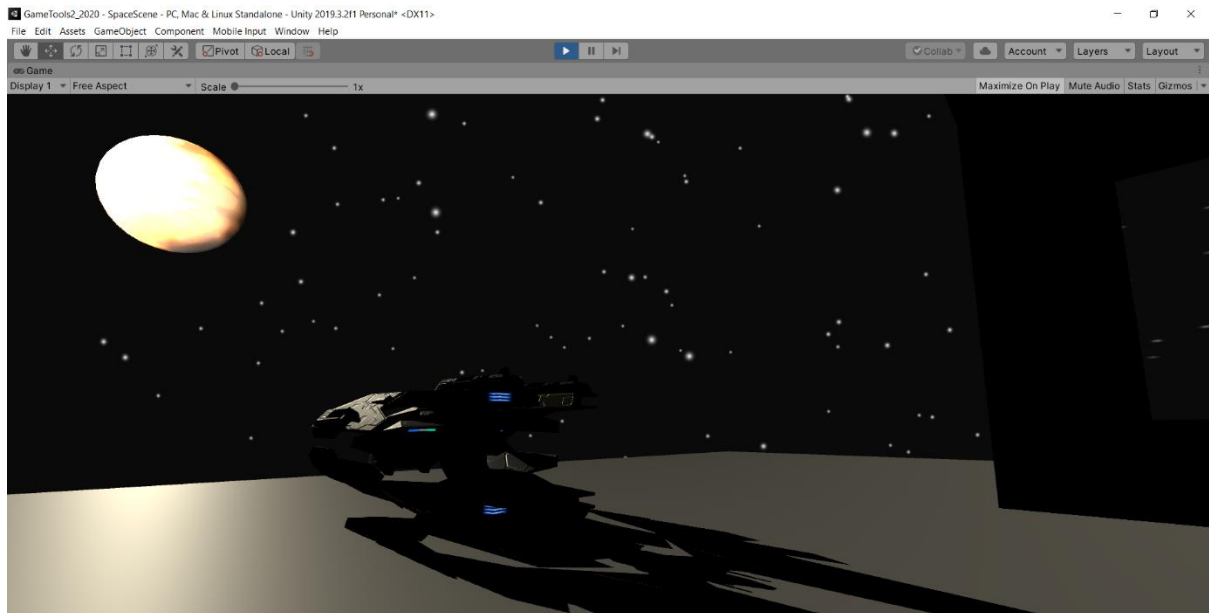
I have set up the same city from previous lectures on one of the planets just as a starting point but plan to implement different generation styles by expanding it and modifying the code. In addition, I may add new blocks to the ones already provided, however I am not certain on this yet. Adding different roads and paths in each city is an idea also, The ship and textures that you can see right now are downloaded from the asset store and then I modified them however I plan make my own creations as well, possibly asteroids to give the player an obstacle.
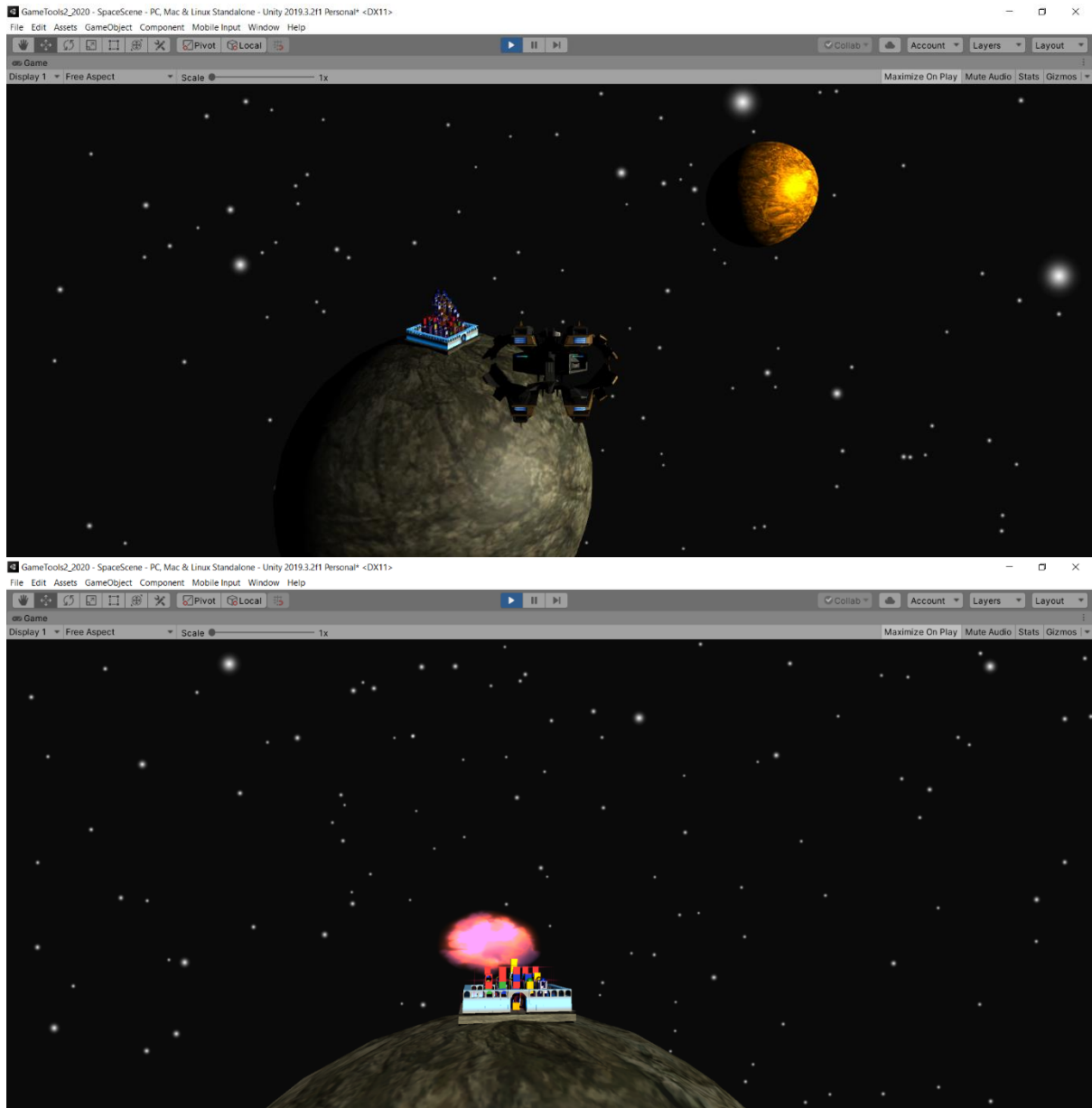
In terms of AI, I plan to add enemy ships to the scene that can notice and follow the player. I hope to add a shooting function too. I also plan to have the NPC's alternate between idle, patrol and seeking events using a behaviour or decision tree.

To give the player a challenge I may give them certain objectives like visiting all cities, finding collectable items, or destroying all enemies etc.

I was having problems setting up the location of the city previously and think I will in the future, so this could be a problem that is needed to be fixed. Hopefully, I can give each city on each planet different themes. Some with randomly instantiated buildings, others more organised etc.

To conclude my goal is to set up a futuristic city in space with other sub cities around it. The player will fly around in a spaceship with the option to visit each city. There will also be enemy ships patrolling on the look out for the player and there may be objectives for the

player to complete also. Hopefully the cities will have different themes and be randomly generated.