Game Development Homework #2

Due End of Day: Friday, 7/15/22

Part 1: 3D Terrain (5pts)

Recreate this image using the Unity 3D Terrain Game object. You are provided with the necessary Meshes [Tree and Rock] and the necessary Materials [Tree] and Textures [Black, Purple, Light_Purple, Tree and Grass] inside the **Homework_3D Scene**.

Make sure you download the Terrain Tools from the Package Manager. Windows->Package Manager -> Make sure the tab is on Unity Registry and the option should pop up.

Set the Terrain Mesh Resolution Setting to Width, Length, Detail Per Resolution Per Patch and Detail Resolution all equal to 20.

Use the Tree Brush to Populate the Trees and use the Detail Brush to populate Rocks and Grass. Make sure that the Tree and Rock PreFabs have **Box Colliders** component attached. To make the Grass have that color set the setting for the Grass Layer to be purple.
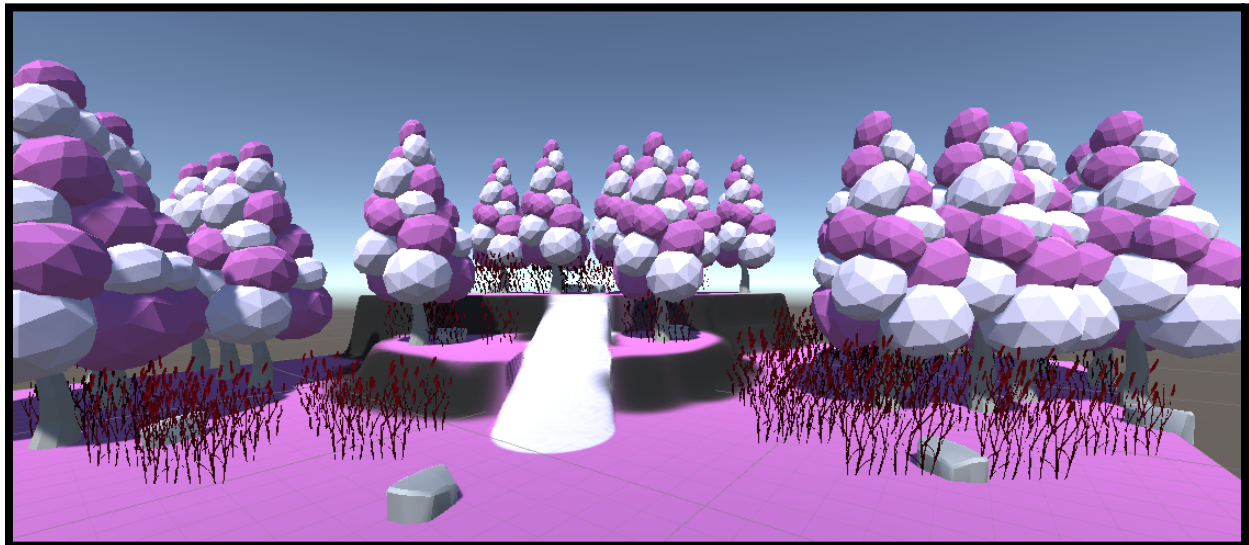
Part 2: 2D Tilemap (5pts)

Make sure your project files have the 2D Package Installed and using the provided SpriteSheet recreate this image.

Using the provided Sprite Sheet and the palle, create three Tilemaps in the **Homework_2D Scene**. This will consist of:

- A Background Tilemap with no colliders, using a modified sand tile to be color blue.
- A Platform Tilemap with the tilemap collider, this will allow Mario to stand.
- A Bounce Tilemap made up of road pieces. This will have a tilemap collider connected to an Area Effector that make Mario bounce when interacting with it.
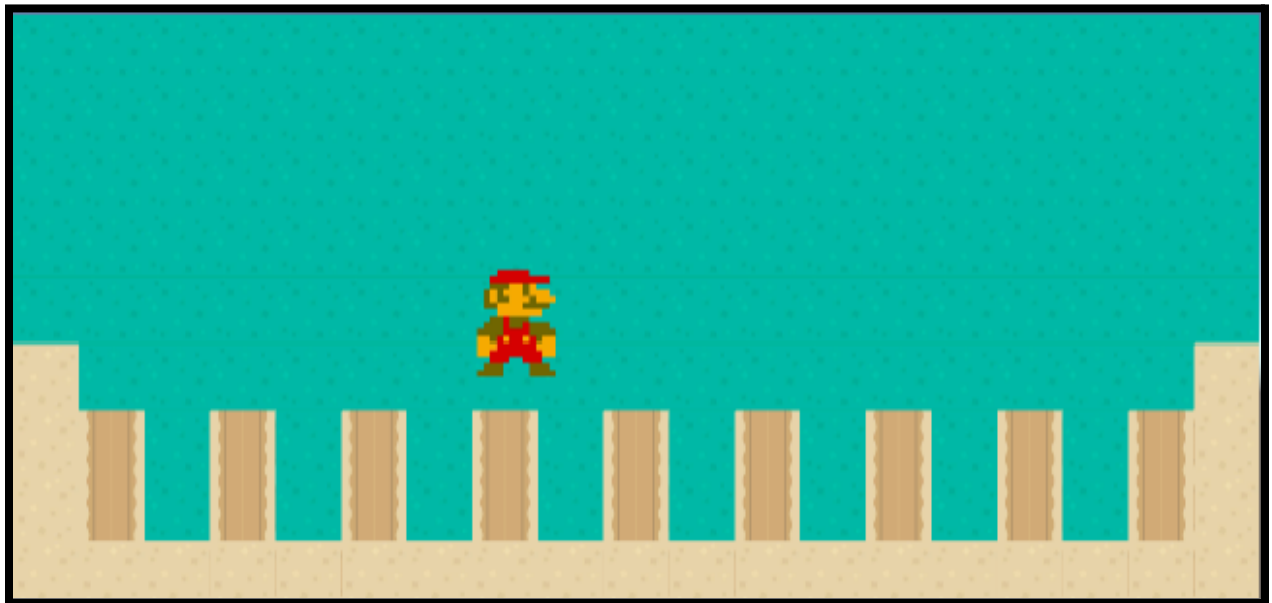
You can find the Project files at this GitHub link: https://github.com/Sgrygorczuk/Homework_2