

Quest 4 - Steps

1) Create a Terrain

Using a combination of Terrains and Probuilder, create a landscape in which some upcoming quests will be played. The landscape should provide some terrain obstacles that would prevent enemies from taking straight paths across the entire landscape.

<https://www.youtube.com/watch?v=XhYHuju5n6M>



Be sure to include:

- An area of Low Elevation that has a specific path for escape
- An area of High Elevation that cannot be climbed
- Foliage such as Trees and/or Grass
- A “human-made” structure that can be entered and stands out from the rest of the organic landscape
- Terrain coloring

2) Import a character rig and explore

Using your experience from Q3, setup the First Person character rig, so you can explore your terrain.

3) Adjust your terrain

We will be using this terrain to test different mechanics in a future quest. After playtesting your terrain, make adjustments so that it meets your desired intent as far as what you thought was traversable.