

# Quest 4 - Terrain Builder

Max Grade of 60% if Project has Red Error in Unity Console

## **This Quest Focuses On:**

- 3D Terrain

## **Summary**

Experiment with the 3D terrain in preparation for mechanics in future quests.

## **Core Loop Requirements**

### Inputs/Actions

- First-Person character rig from Q3

### Obstacles/Challenge

- N/A

### Goal

- N/A

## **Additional Quest Details/Requirements:**

- Project Name - "Q1\_LastNameFirstName"
- Scene "Q4"
- Terrain Content Requirements
  - 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 (at least 2 layers/textures)