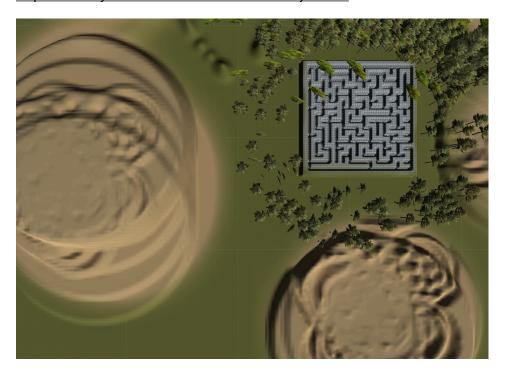
# **Quest 4 - Steps**

### 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.