John Sellers- 202-3

Project 1 Random

Description:

The basic premiss of the project was to create some kind of band of objects or models that are distributed in a trailing uniform manner set on a randomly generated perlin terrain, lead by randomly scaled lead models surrounded by randomly placed objects.

Functionality:

The project generates a horde of zombies lead by some scaled zombies on a dune-like field. As well they are surrounded by medical kits, as there would be in a basic zombie apocalypse. The scene has 6 cameras including a first person controller and can be scanned through by clicking c.

Above and Beyond:

The game also allows for the first person controller to click and “kill” the zombies and “collect” the med kits for points, displayed in the top left corner. Both also produce sounds appropriate to their actions.

Caveats:

The sound for clicking on objects only appears to work in the first person controller, unsure why and not enough time to try to fix it.

Notes:

Model used for horde: Zombie [3D Models/Characters/Humanoids](https://www.assetstore.unity3d.com/en/#%21/search/page=1/sortby=popularity/query=category:1000008) [Pxltiger](https://www.assetstore.unity3d.com/en/#%21/search/page=1/sortby=popularity/query=publisher:11247)

Model used for random object: Medical Box [3D Models/Props](https://www.assetstore.unity3d.com/en/#%21/search/page=1/sortby=popularity/query=category:1000029) [Game-Ready](https://www.assetstore.unity3d.com/en/#%21/search/page=1/sortby=popularity/query=publisher:9338)