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IGME 202, Section 4

Assignment:

Final Project

Description:

This is a project to depict a very small Asian themed village. As the player roams around the village, they are met with floating green spirits that go from lantern to lantern putting out blue flames only to find that the flames magically light themselves. There’s a population of birds flocking high in the sky. Lastly, in the water near the waterfall, the player can view fish swimming in an unusual current.

To explore the world, you are given your choice of viewing Camera. The first two cameras in the list show you a top down view of the world as a whole and a view of the fish that live in the pond. The next one is a follow camera that lets you view the perspective of the spirits. The final one is an FPS controller that allows you to view the world at your leisure.

Flocking:

If you look up in the sky, you will see birds that are flocking. The birds are continuously moving through the world by wandering (if they are not flocking with other neighbors.

Path Following:

The green spirits moving from lantern to lantern are path following. They are given a set of lanterns to follow and they attempt to extinguish the blue flames within them. I designed them this way so that they would have something to do at each way point they arrived at only to find out that their efforts have all been in vain.

Flow Field Following:

The fish in the pond are following an invisible flow field created by a plane in the water. The field vectors are entirely random. I attempted to use perlin noise in my calculations but the code does not seem to be correct so I made them random.

Areas of Resistance:

The path followers have to cross a bridge but are slow down by the power emanated from the torches beside it. The slowing field is located directly above the bridge in the path of the lantern path followers.

Credit:

* Models and textures are from “Asian Far East Environment” – Unity Asset Store
* Particle Sprite Sheets were from “Realistic Effects Pack” – Unity Asset Store

Other Notes:

Even though none of the art was made by me, I believe that my vision for the layout of the scene is worth looking at. I spent a lot of time into small details that you kind find as you explore using the FPS controller. It should be noted that you are able to walk outside of the map via the front gate. You are also able to fall down into the river. If you do look at the fish closely, it is a randomly generated list of points so there are points at times where the fish will just automatically jitter because they have found a spot where all directions point to the place they are at. Lastly, I wasn’t able to test on lower machines because we don’t own any so I apologize for any frame drops if they do occur.