Putting it all together

After many, many weeks of work, my Original Work project has gone through many evolutions but it is finally beginning to take shape into its proper form. With multiple technical problems making it difficult to work with the VR headset, it has hard been to make progress on the combat system which I had initially planned leading me to work much more on the design of the playable area and the enemies. Much of the focus of this project was for me to flex more of my creative muscles and the design of the game's map has allowed me to explore this deeply. I was able to utilize many free assets from Unity's Asset Store to begin building the fantasy world and adding character to the design by utilizing smaller assets such as wooden carts or shields. I was also able to find many 3D character models for both the player and the monsters they would face during their journey. I was also able to learn more about how to use Maya, a 3D modeling software that I utilized to create a model of a fire elemental character along with adding effects to make it look more aesthetically pleasing. This project has allowed me to learn much about game development, especially from a 3D perspective along with learning how to create the art for a video game that I made from scratch.