Learn VR Design and Development for Building VR Apps, Experiences and Games with Unity.

Capstone project

Title

1. The Medieval House.

Due Date: Saturday, 20 Nov 2022 on or before 11:59 pm WAT

Details

1. Download this Medieval Village House (Low-Poly/Game-Ready) and this Medieval City House (Low-Poly/Game-Ready) from Sketch Fab. Import them into a 3D URP project template.
2. Hang at least 6 of this Metal Wall Lamp on the wall in your Medieval Village House (Low-Poly/Game-Ready) and Medieval City House (Low-Poly/Game-Ready).
3. Use the Metal Wall Lamps above as the only source of light in your houses(Medieval Village House (Low-Poly/Game-Ready) and Medieval City House (Low-Poly/Game-Ready). The Metal Wall Lamps should literally emit lights of varying colours and temperatures to set the house's mood.
4. Place this Light switch on the wall in your houses(Medieval Village House (Low-Poly/Game-Ready) and Medieval City House (Low-Poly/Game-Ready).
5. Add a switch sound every time the light switch is pressed to turn on/off the lights in any of the houses.
6. Using C#, write the logic that uses the Light switches placed on your walls as the control for turning on/off all the lights in your respective houses.
7. Download props like washing machines, tables, beds e.t.c from any online 3D store and populate your houses with the downloaded props.
8. Using Figma and the MRTK ToolKit for Figma, create a welcome UI for your users.
9. Using Figma and the MRTK ToolKit for Figma, create a login UI with a username, password and net worth input fields.
10. Using Figma and The MRTK ToolKit for Figma, Add a button to the UI.
11. Recreate in Unity the UIs you made in Figma.

12. Using the animation window, create and add a "Highlighted" and "Pressed" animation to your Login UI button.

13. Using C#, write the logic to move the user from the outside to the centre of the Medieval Village House (Low-Poly/Game-Ready) if the user's net worth is within $1M to $4.5M when the button on the Login UI is pressed.

14. Using C#, write the logic to move the user from the outside to the centre of the Medieval City House (Low-Poly/Game-Ready) if the user's net worth is more than $4.5M when the button on the Login UI is pressed.

15. Using C#, write the logic that displays the text "Sorry! Come back next time when you're eligible" if the user's net worth is less than $1M when the button on the Login UI is pressed.

16. In each of the houses in your world, add at least 2 characters in the room. All the characters should have idle state animation attached to them.

17. Search for a ceiling fan model on sketch fab, download and import it into your project.

18. Hang the ceiling fan model on any of the ceilings in your world.

19. Animate the ceiling fan to play automatically at the start of your VR experience. The fans' animation should never stop.

20. Add ambient looping sounds that suit the environment you are working with.

21. Set up your Unity project for VR using the Cardboard XR Plugin.

22. Build your project for mobile VR *

23. Push your project to GitHub

Note:
- * = Optional