

First Person Unity Game Development

unity Version 2019.2.7f2

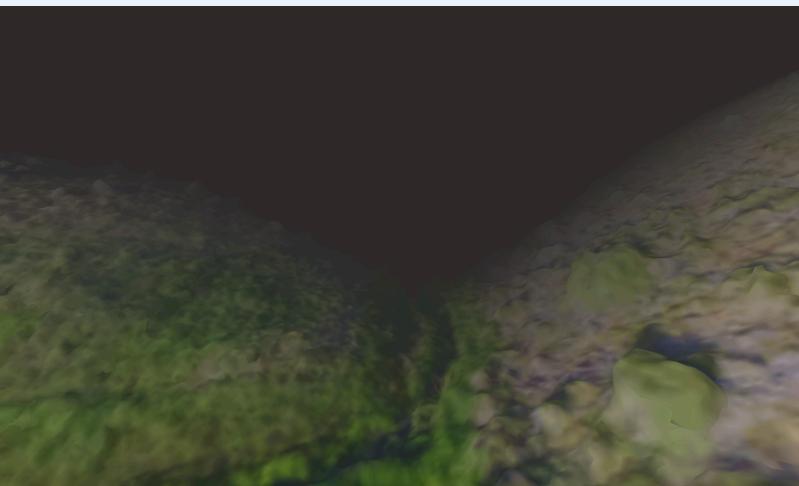
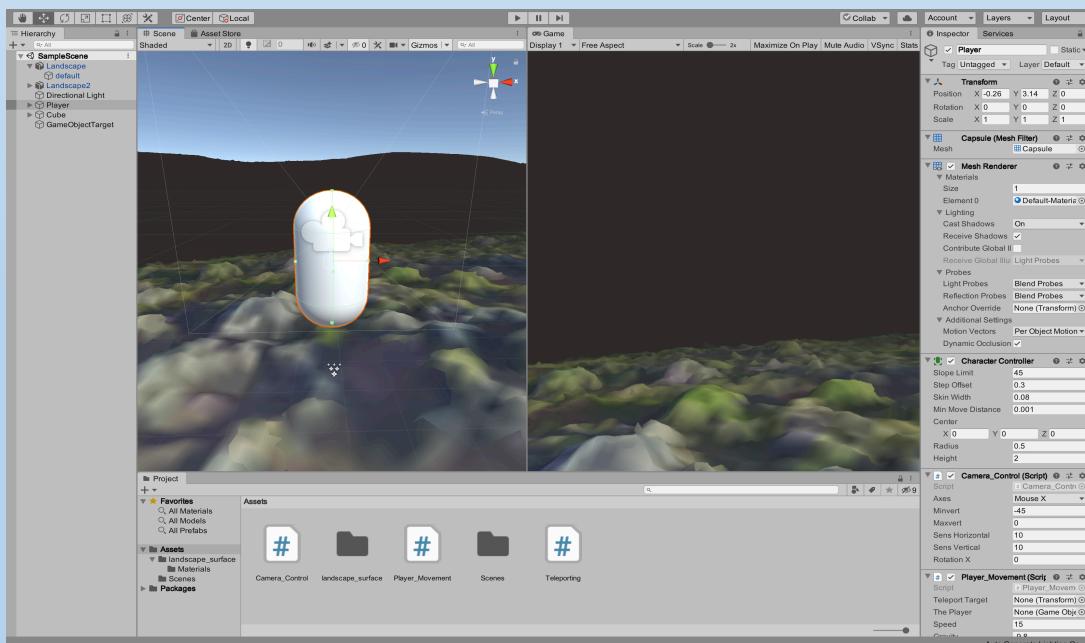
Anh Le '21

Fall 2020 – Spring 2021

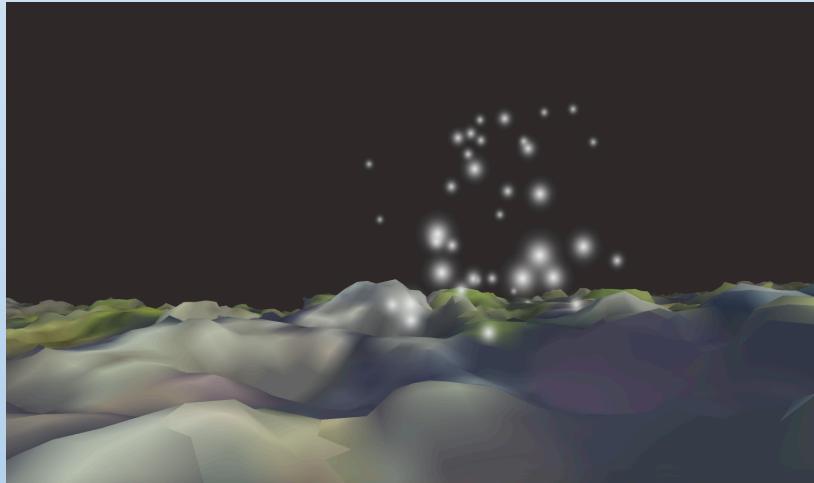
Overview

This project, built using Unity, is a first-person view game development where users can interact by looking and walking around different landscapes and exploring multiple 3D terrain surfaces.

The project implemented 3D objects including textures and C# scripts to generate the landscapes and first-person navigation via WASD keys and mouse.



Floating View



Walking View

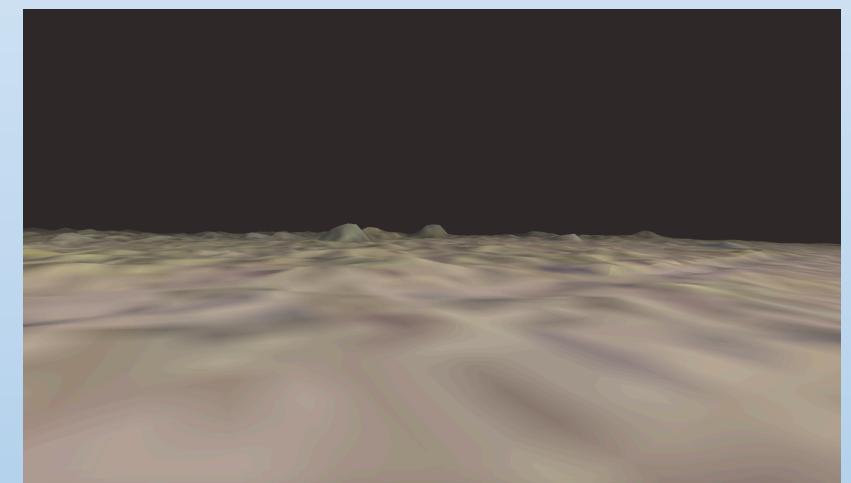
Outcome

- Assisted students who are interested in building a project/application using Unity.
- Understand the process of developing applications from importing 3D object files to attaching C# scripts to the player or game objects.



Features

- Import 3D models including textures.
- First-person navigation via keyboard/mouse.
- Teleportation.
- Collision detection between terrain.
- First-person camera.
- Fog and night illusion with clouds and stars.



Second Surface after Teleporting