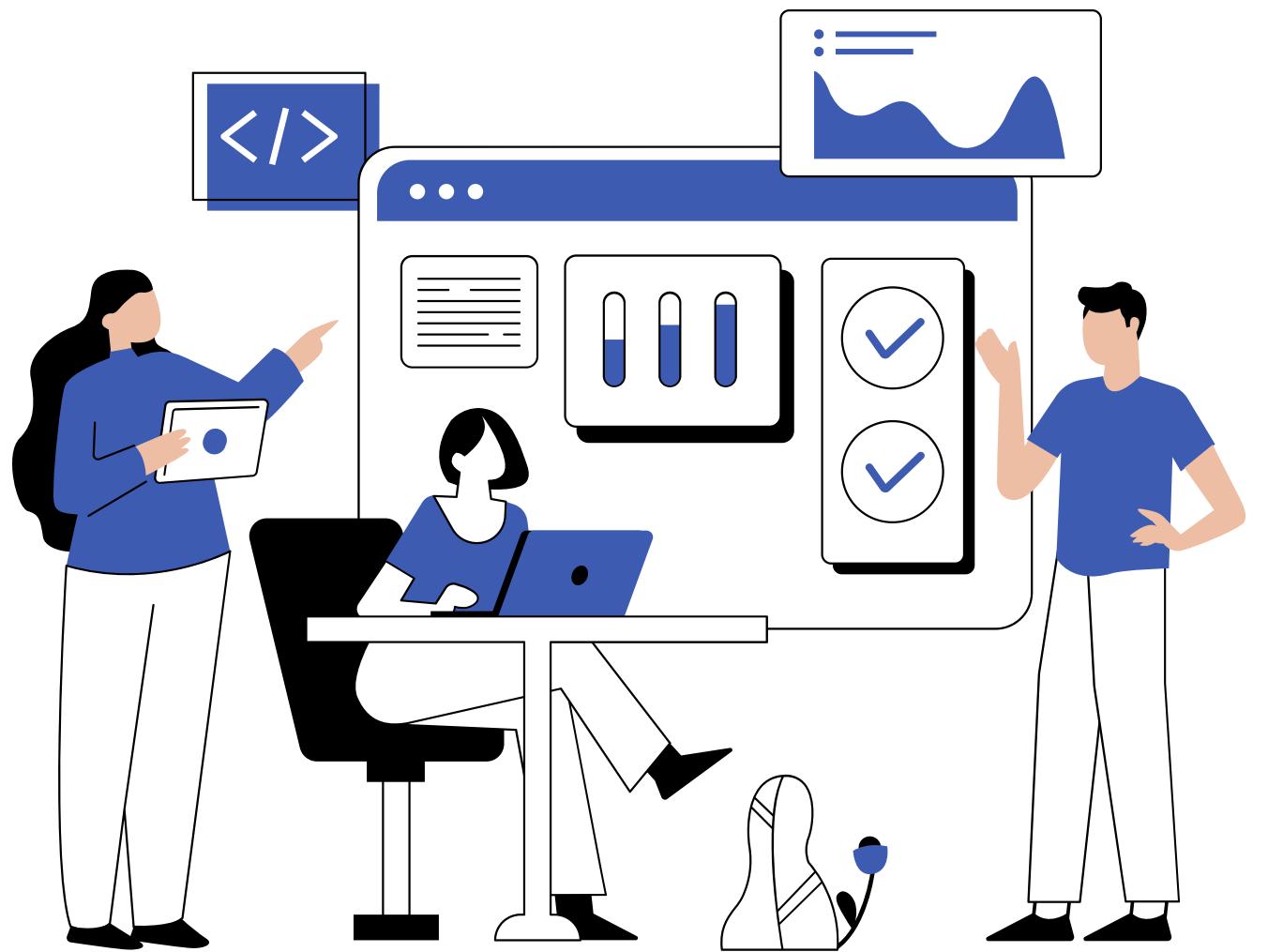




Exercise 5

Zhonghui Guo



三

透视

光照

显示

A screenshot of a 3D cityscape in a game or simulation environment. The scene includes a large yellow satellite dish, a windmill, a small airplane flying in the sky, and various buildings like a church and modern skyscrapers. The interface at the top shows camera controls (arrow keys), zoom (plus/minus), and orientation (yaw/pitch/roll) settings.

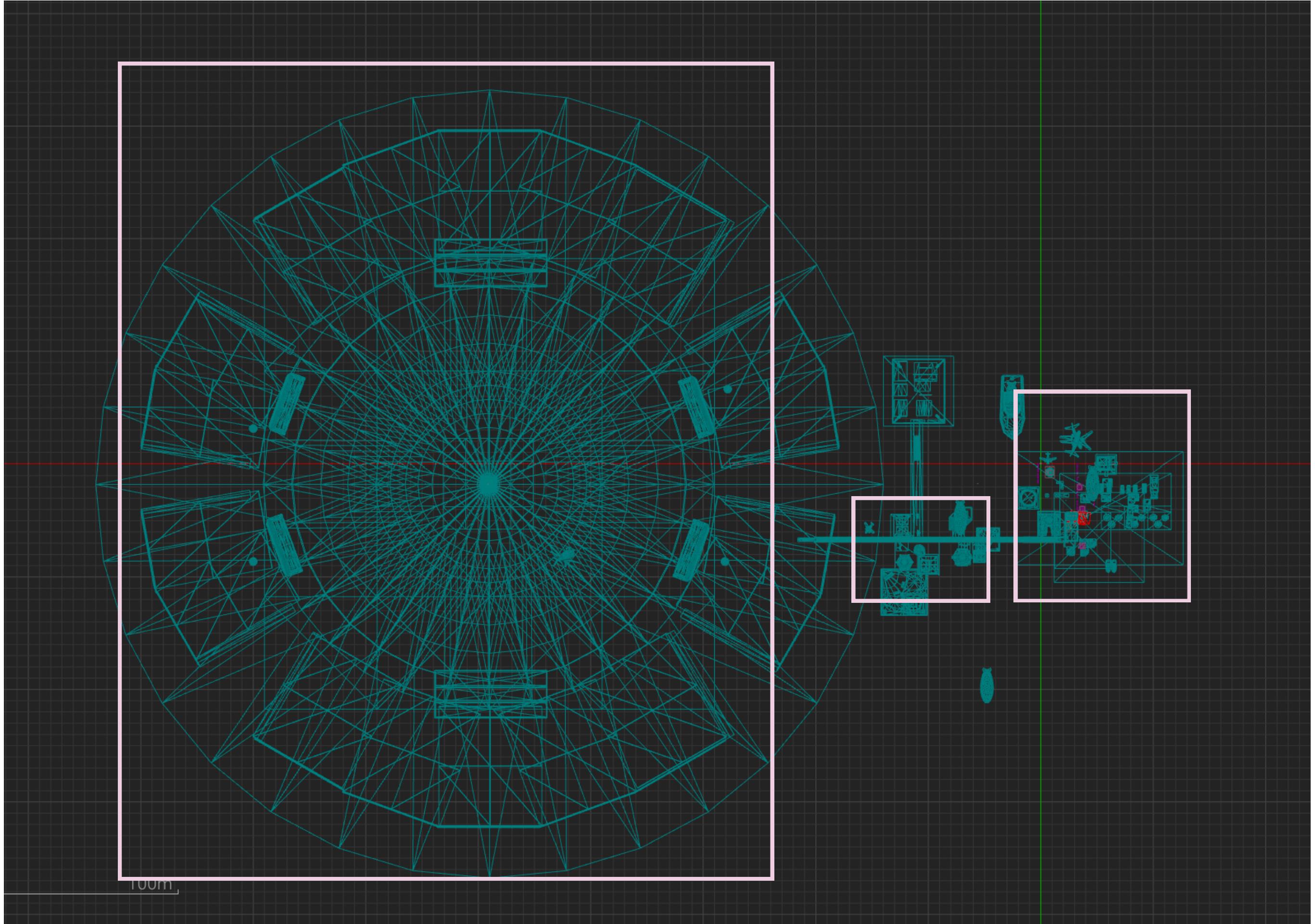
- "City Explorer Run," a dynamic urban adventure. In this game, players are not confined to the static environment of a traditional track but are encouraged to explore the vibrant cityscape around them.



Strcuture

The project includes
3 parts:

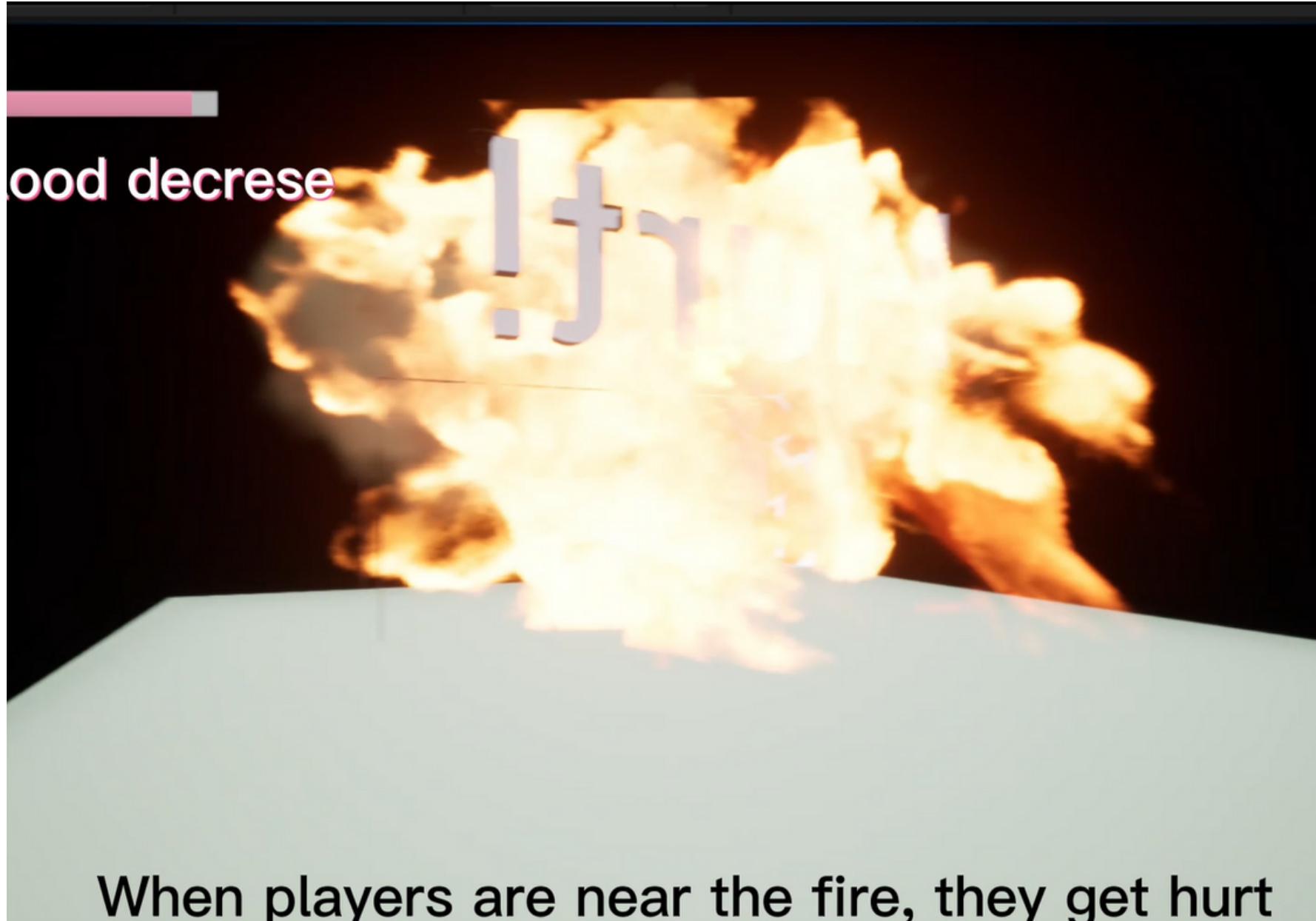
game, city tour and
clapping circle.



- **Game part:** the player needs to jump to the highest level and enter in the room
- **Room exploration:** There are 2 rooms on the highest level, one room is dangerous, and the player would be hurt. Another room is safe.



In the dangerous room

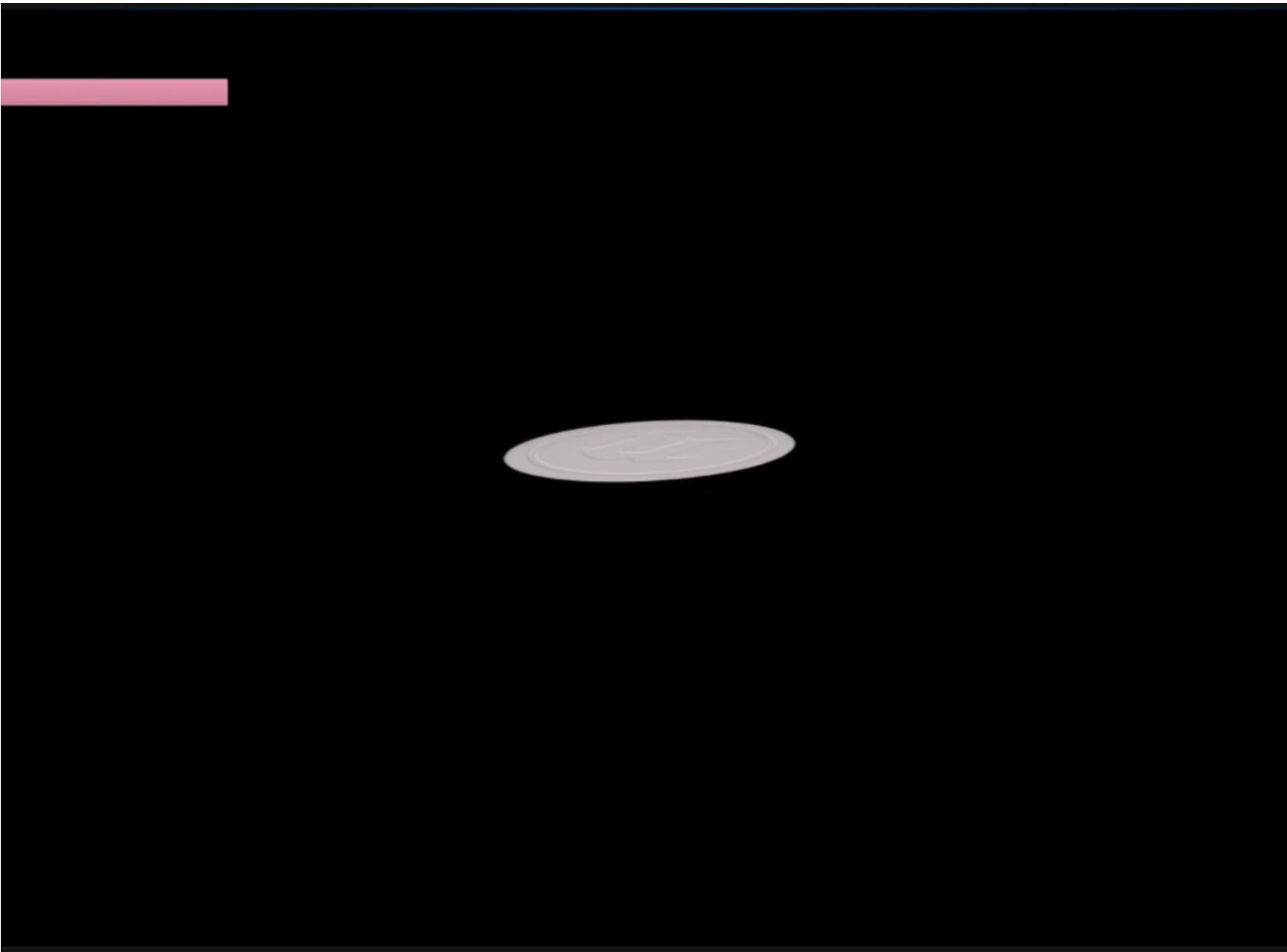


Player's blood would decrease
when they are near fire



Dangerous room

In the safe room



The room is dark at first



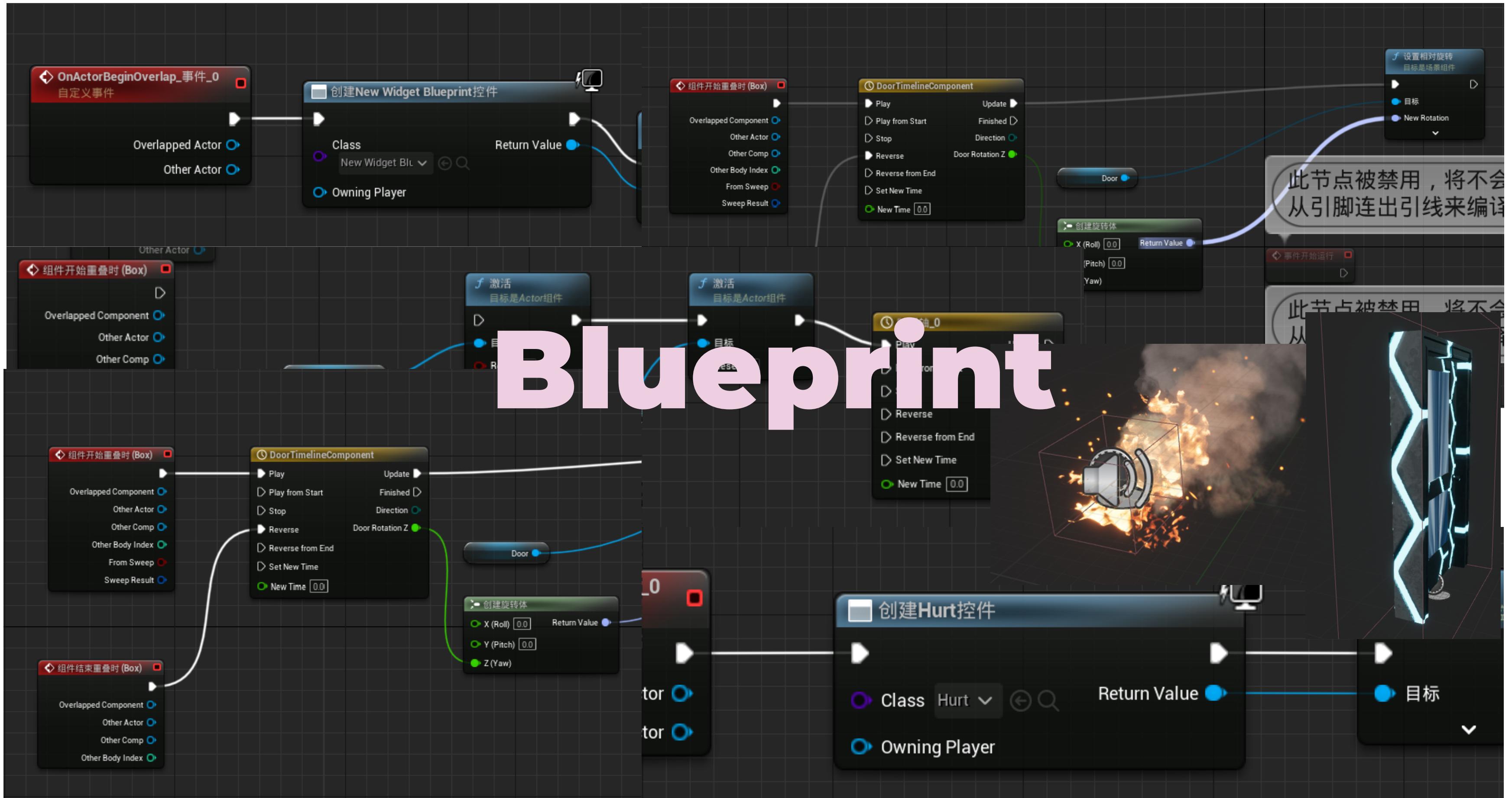
The fire and music could be triggered when player go near

The fire and music would be triggered
when player is near



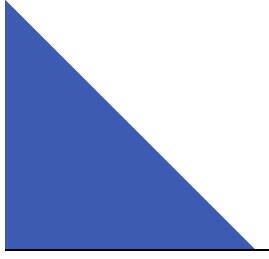
Go outside and explore the city

Blueprint





Adjust the collision settings to allow for player interaction.
Create animation. Connect the animation to a Timeline node within the Animation Blueprint. Implement an interaction trigger, such as a collision box, that activates the door's animation when the player approaches.



Thank you