

Brittany Westlund

Game Engines

Milestone 4

### **Current Progress**

Thus far, I've created a small garden/waterfall area in my game, placed platforms, got used to the 3D environment in unity, and selected the artwork I'll use for my game.

### **Implementation**

In terms of implementation, first, I switched my game from a 2D platformer to a 2.5D platformer; this will allow use of the 3D assets I chose as well as, hopefully, a more immersive environment for the player. Second, I experimented with the terrain. I tried out placing giant floating mountains/islands to serve as the different zones of the game. The player will be able to scale the sides of the floating islands which is where the platforming will come into play. Next, I'll add the player character into the game, test out and adjust my garden area relative to the player's abilities, and move forward with building out the first Island accordingly.