Contents

[1.0 Introduction 1](#_Toc86736190)

[2.0 Project plan 1](#_Toc86736191)

[3.0 Technical Element 1](#_Toc86736192)

[3.1. Ray Tracing 1](#_Toc86736193)

[4.0 Script 1](#_Toc86736194)

[5.0 Unique Element 1](#_Toc86736195)

[6.0 Summary 1](#_Toc86736196)

[7.0 Future Work 2](#_Toc86736197)

[8.0 References 2](#_Toc86736198)

[8.1. Github 2](#_Toc86736199)

[8.2. Assets 2](#_Toc86736200)

[8.3. Scripts 2](#_Toc86736201)

[8.4. Report References 2](#_Toc86736202)

[9.0 Appendix 2](#_Toc86736203)

# Introduction

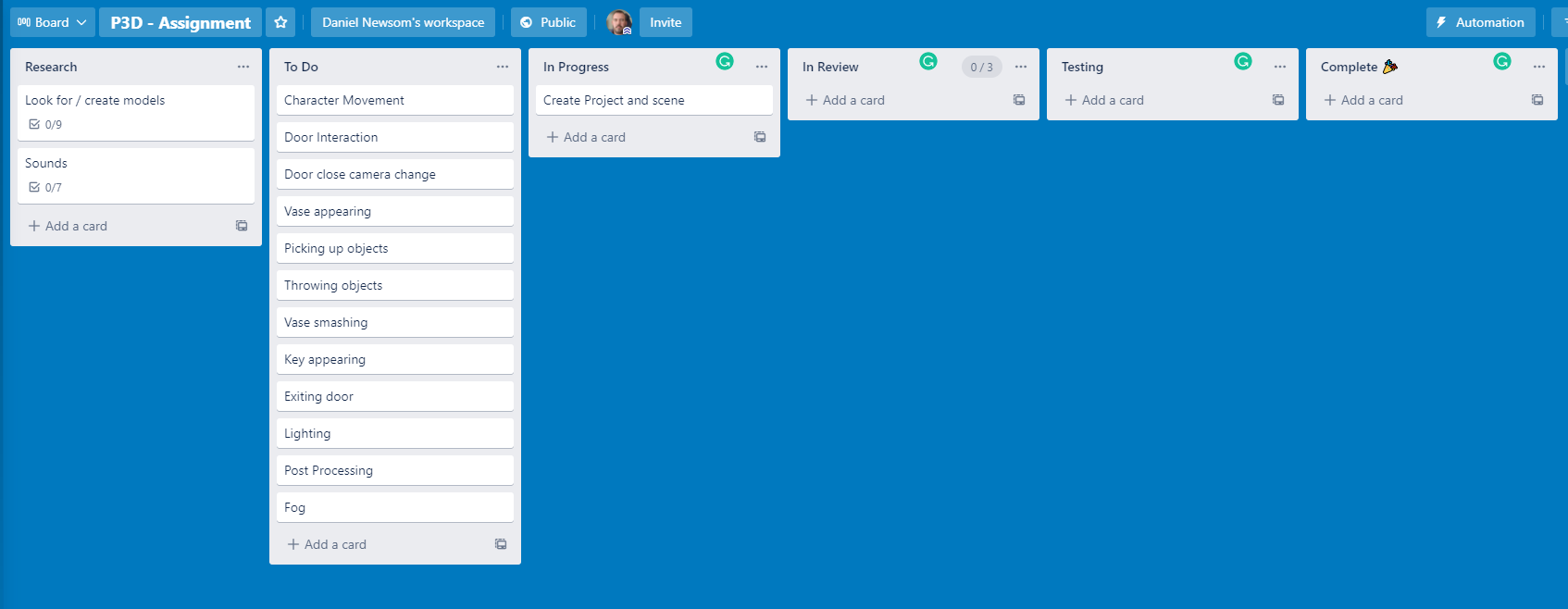
My scene contains a spooky looking derelict house, which will be entered via the front door from the exterior. The player will then see a cut to a camera showing the door shutting behind them and locking.

Inside the front door will be a hallway containing a large curved staircase to an upper level as well as various locked doors.

A vase will then fade into view in the main hallway, which will be need to be smashed by throwing down the stairs to obtain a key to escape. I will be using lighting and sound to create a uneasy atmosphere within the scene.

# Project plan

Below is my project plan on trello which is available at the following link <https://trello.com/b/52RjdOfo/p3d-assignment>



# Technical Element

## Ray Tracing

# Script

# Unique Element

# Summary

# Future Work

# References

## Github

Main Github page - <https://github.com/dgnewsom>

Project Repository - <https://github.com/dgnewsom/215851_P3D>

## Assets

## Scripts

## Report References

# Appendix