## 3. Devblog - VR

Graphics

Up until the expo, the rest of the project was spent working on level design, adding buildings, creating our own code for the targets, points system and displaying the score on the screen, as well as a handful of bug fixes.

Our idea with the point system was to either make all the targets the same size, where hitting the bullseye would give more points, or making the different targets different sizes and giving points based on their difficulty, we ultimately decided the smaller targets were better - however the code for the bullseye system is still in the source files.
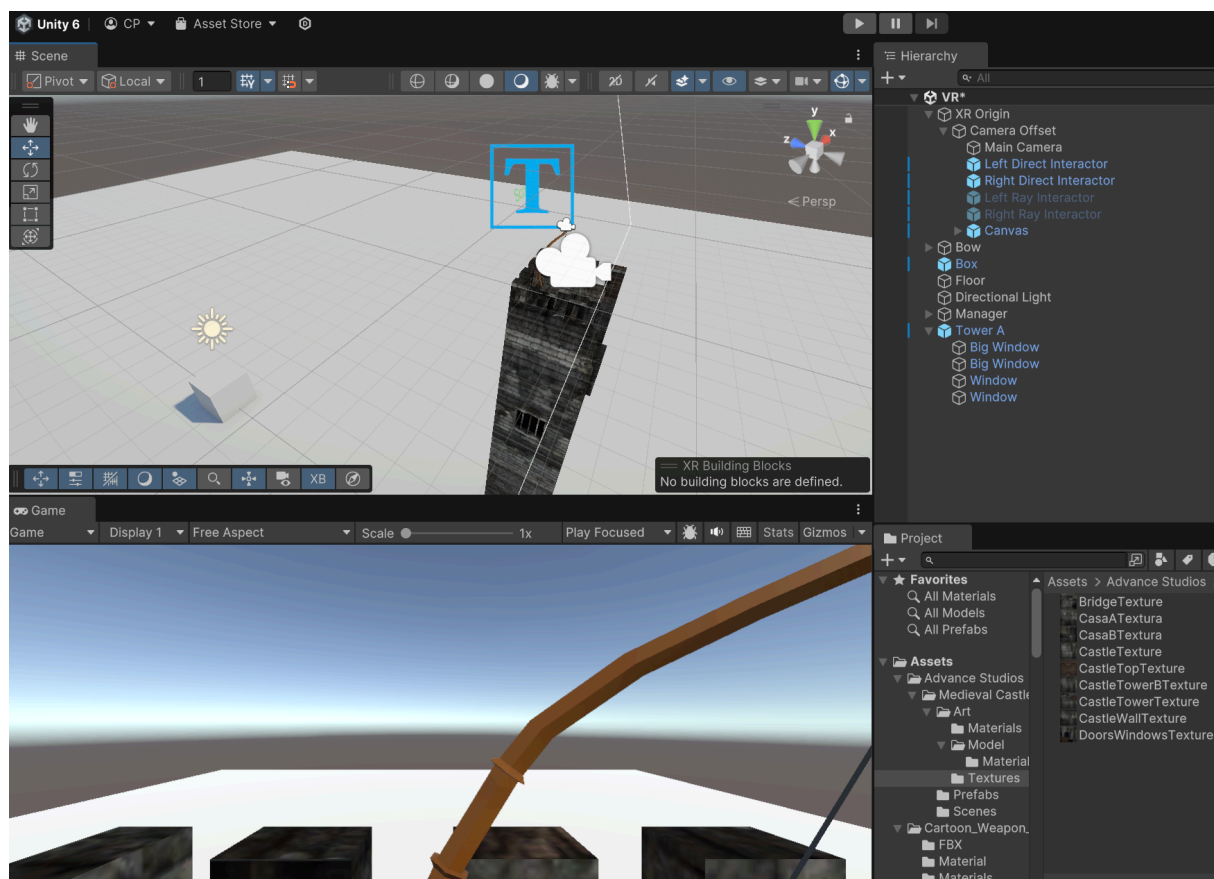
The type of map we decided on would be medieval, and we found some fitting castle models, as well as textures for the surrounding map. To fit the dark aesthetic of the castle, we edited some of the textures to make them darker and colder, so we would end up with this gloomy "siege theme".
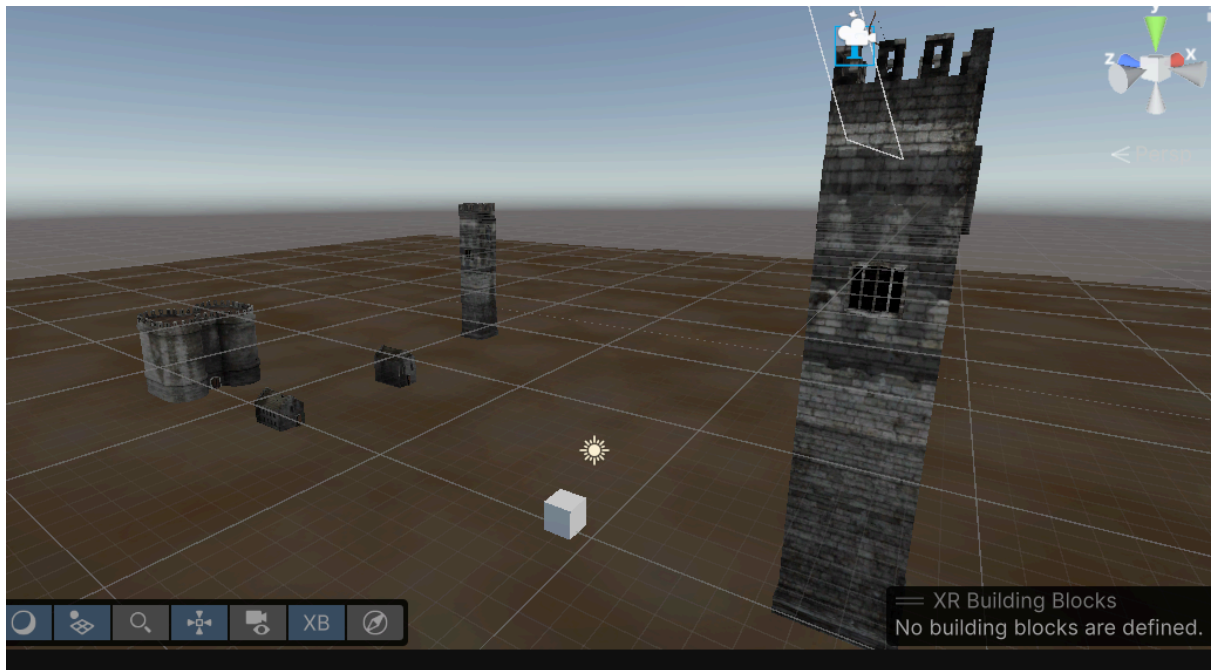
These images were taken along the level-design process.
We ran into quite some trouble getting the hitboxes for the buildings to work and not overextending which made it impossible to hit the smaller targets.

In Arrowstorm a total of 5 assets were borrowed from unity asset store / sketchfab.

Shooting targets:
- https://sketchfab.com/3d-models/bow-target-0c60e4afc8244703981435da8db5cfb6

Model For bow & arrow:
- https://assetstore.unity.com/packages/3d/props/weapons/free-cartoon-weapon-pack-mobile-vr-23956

Trees and a few textures:
- https://assetstore.unity.com/packages/3d/environments/lowpoly-environment-nature-free-medieval-fantasy-series-187052

Castle models and textures:
- https://assetstore.unity.com/packages/3d/environments/fantasy/medieval-castle-modular-282498

Terrain for level design:
- https://assetstore.unity.com/packages/3d/environments/landscapes/mountain-terrain-rocks-and-tree-97905

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