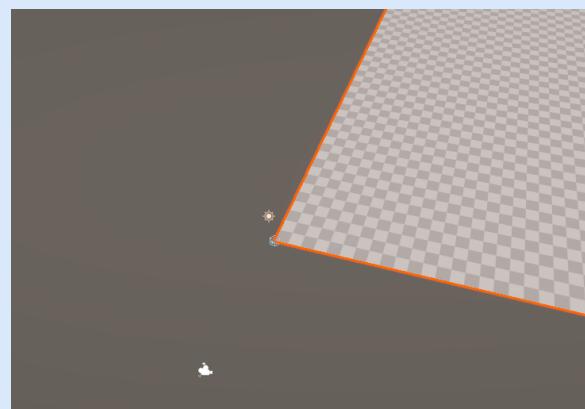


Building the Initial Gameplay Scene

Create the Terrain

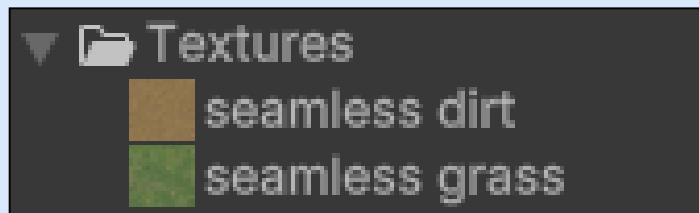
Create the Level Terrain

- Right Click on Hierarchy
- Create > 3D > Terrain
- Name it "Level Terrain"
- Check the Transform
- It should be position (0, 0, 0)



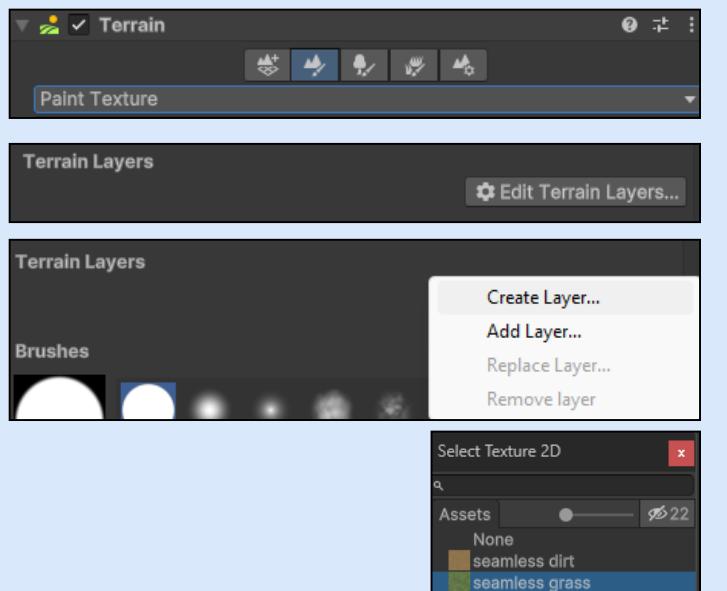
Bring in Textures for the Terrain

1. Create a Textures Folder
2. Bring in a Grass texture
 1. Google Search "royalty free seamless grass texture png"
 2. Save Image As
 3. Bring it into the project in the "Textures" folder
3. Bring in a Dirt texture
 1. Google Search "royalty free seamless dirt texture png"
 2. Save Image As
 3. Bring it into the project in the "Textures" folder



Add the textures to the Terrain

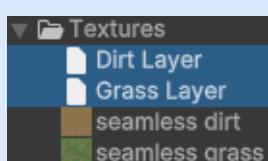
1. Select the Terrain
2. Go to the inspector
 1. Go to the Terrain Component
 2. Edit the Terrain Layers
 1. With the Paint Terrain mode active and the Paint Texture option selected
 2. Find the Terrain Layers section
 3. Click Edit Terrain Layers
 1. Create a Layer
 2. Select your **Seamless Grass** Texture
 4. Make another layer and select **Seamless Dirt**



Rename the Terrain Layers

Find the "New Layer" Assets in the Project window

1. Rename them "Grass Layer" and "Dirt Layer"
2. Move them into the "Textures" Folder

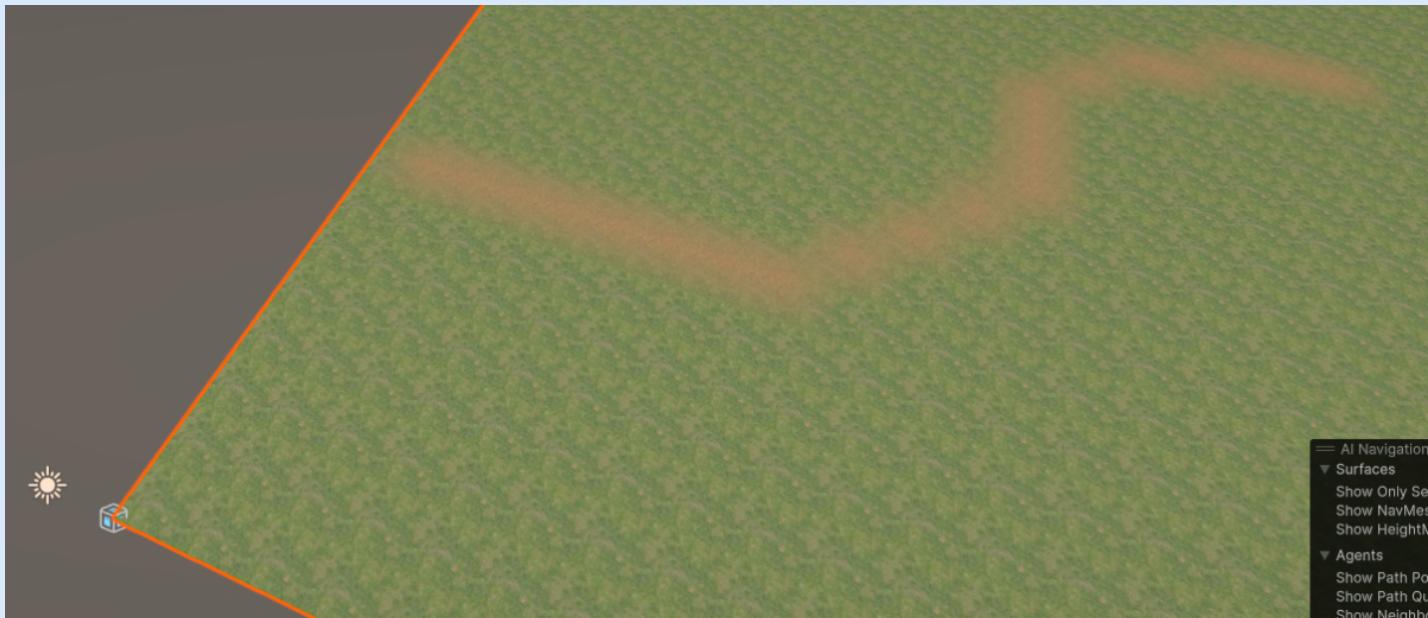
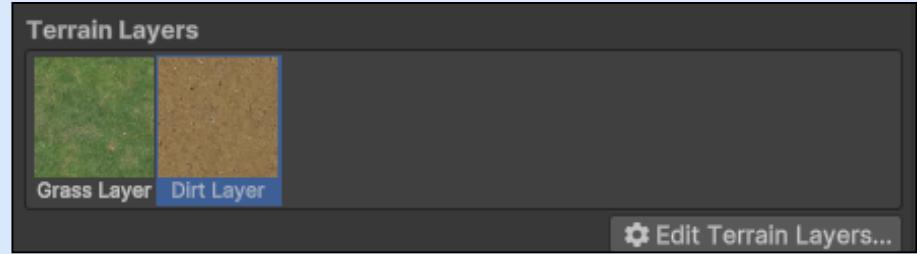


Building the Initial Gameplay Scene

Paint the Terrain

The Terrain will be completely covered in the first layer we added

We can select the second layer in the inspector and then draw directly on the Terrain to draw out a path



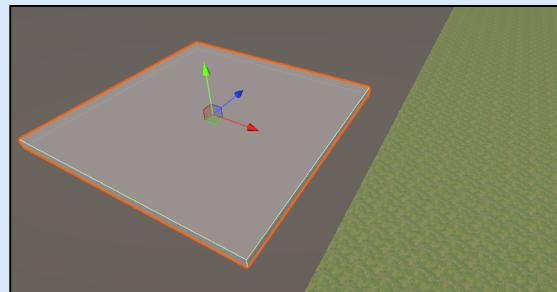
Building the Initial Gameplay Scene

Create the Ground

Create Ground Objects

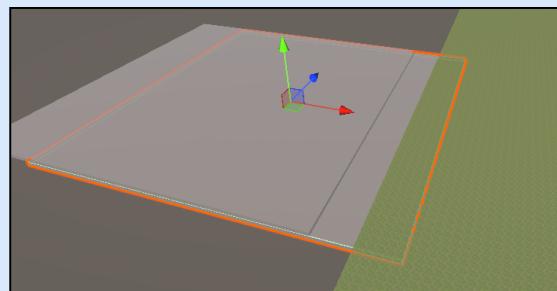
Create the Starting Area Ground

- Right Click on Hierarchy
- Create > 3D > Cube
- Name it "**Starting Area Ground**"
- Reset the Transform
- Set the **Position** to **(-60, -0.5, 100)**
- Set the **Scale** to **(100, 1, 100)**



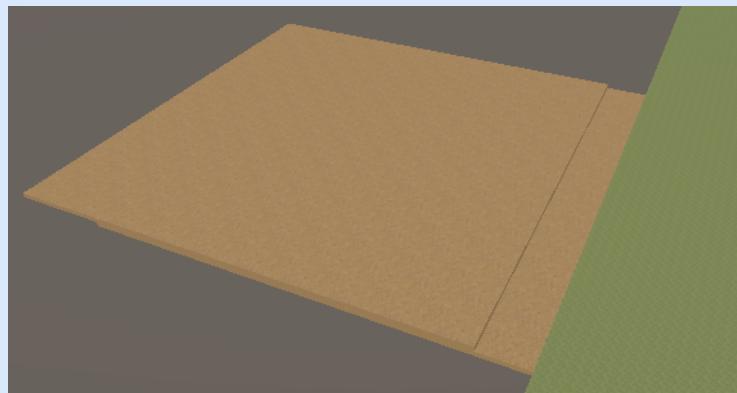
Create the Lower Ground

- Right Click on Hierarchy
- Create > 3D > Cube
- Name it "**Starting Area Lower Ground**"
- Reset the Transform
- Set the **Scale** to **(100, 1, 100)**
- Set the **Position** to **(-40, -1.5, 100)**



Create a Ground Material

1. Create a Materials Folder
2. Create a Material in the Folder
 - 1. Name it "Dirt Material"
3. Add the Dirt Texture to the Dirt material's Albedo/Base Map Slot
 - 1. Modify the tiling of the material to 10×10
4. Drag & Drop the Dirt texture to the Ground objects

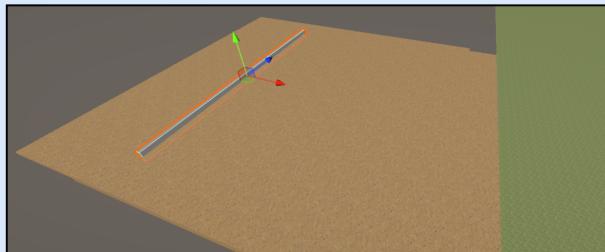


Building the Initial Gameplay Scene

Create Bounding Walls

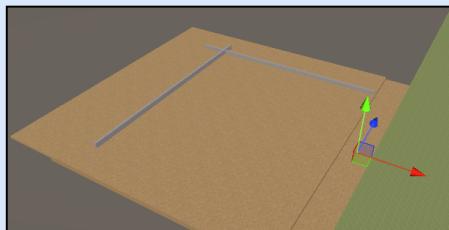
Create the Starting Area Back Wall

- Right Click on Hierarchy
- Create > 3D > Cube
- Name it "**Back Wall**"
- Reset the Transform
- Set the **Position** to $(-80, 0.4, 100)$
- Set the **Scale** to $(1, 3, 80)$



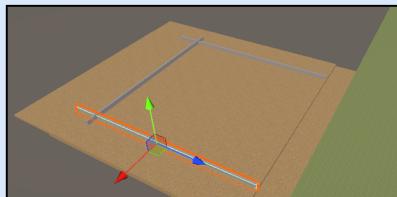
Create the North Wall

- Select the Back Wall
- Press [Ctrl] + [D] to duplicate it
- Name it "**Side Wall - North**"
- Set the **Rotation** to $(0, 90, 0)$
- Set the **Position** to $(-50.5, 0, 135)$



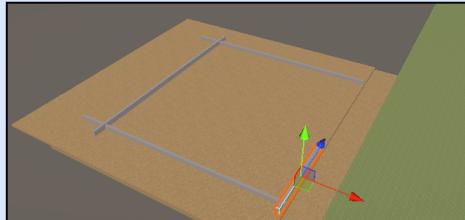
Create the South Wall

- Select the North Wall
- Press [Ctrl] + [D] to duplicate it
- Name it "**Side Wall - South**"
- Set the **Position** to $(-50.5, 0, 65)$



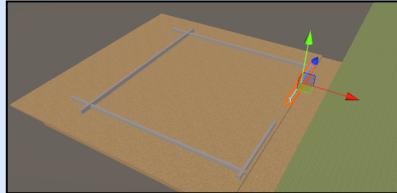
Create the South Front Wall

- Select the Back Wall
- Press [Ctrl] + [D] to duplicate it
- Name it "**Front Wall - South**"
- Set the **Scale** to $(1, 3, 30)$
- Set the **Position** to $(-11.5, 0.4, 77)$



Create the North Front Wall

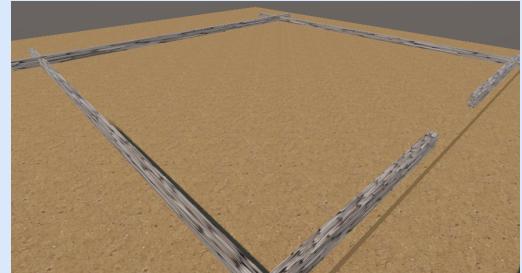
- Select the South Front Wall
- Press [Ctrl] + [D] to duplicate it
- Name it "**Front Wall - North**"
- Set the **Position** to $(-11.5, 0.4, 122)$



Building the Initial Gameplay Scene

Create a Stone Wall Material

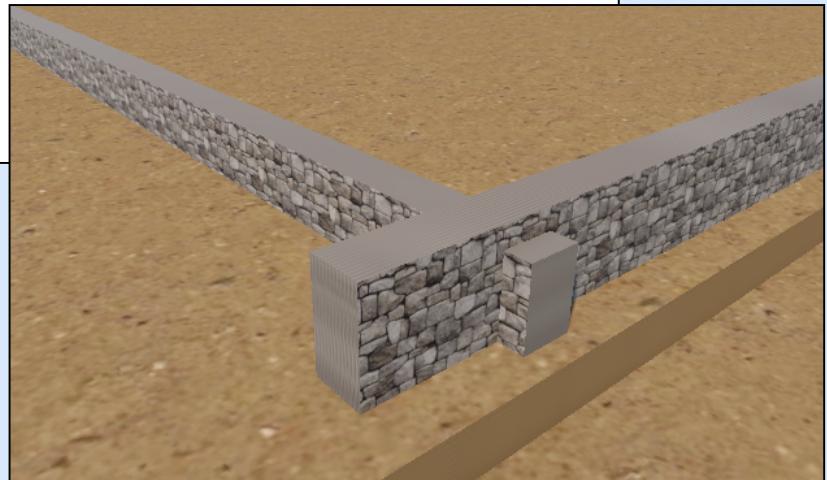
1. Create a Material in the Materials Folder
 1. Name it "Stone Wall Material"
2. Bring in a Stone Wall texture
 1. Google Search "royalty free seamless stone wall texture png"
 2. Save Image As
 3. Bring it into the project in the "Textures" folder
3. Add the Stone Wall Texture to the Stone Wall material's Albedo/Base Map Slot
 1. Modify the tiling of the material
4. Drag & Drop the Stone Wall Material to the Wall objects



Note the different wall displays

We have walls of different lengths, so the walls currently have odd scaling on the textures. The solution to this will be multiple textures for each length of wall

1. Duplicate Stone Wall to a total of 3 Stone Wall Materials, rename them and change their Tiling Values
 1. Stone Wall - Short
 1. Tiling - (13, 1)
 2. Attach to the Main Area Front Walls
 2. Stone Wall - Long
 1. Tiling - (26, 1)
 2. Attach to the Back and Side Walls

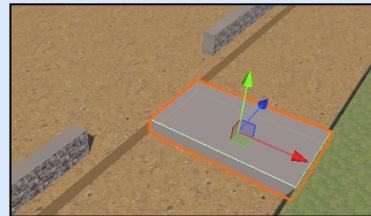


Building the Initial Gameplay Scene

Create a Bridge

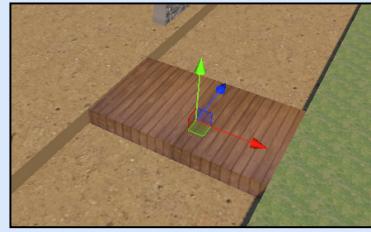
Create a Bridge Object

1. Create a new **Bridge** Cube
 1. Name it "Bridge"
 2. Set the **Scale** to (10, 1, 6)
 3. Set the **Position** to (-5, -0.5, 100)



Create a Bridge Material

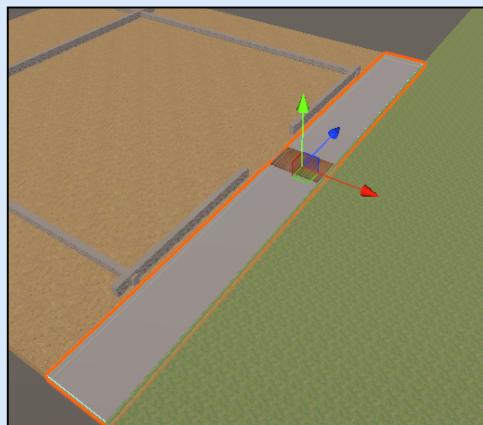
1. Create a Material in the Materials Folder
 1. Name it "Bridge Material"
2. Bring in a Wood Planks texture
 1. Google Search "royalty free seamless wood planks texture png"
 1. Find one with vertical planks
 2. Save Image As
 3. Bring it into the project in the "Textures" folder
3. Add the Bridge Texture to the Bridge material's Albedo/Base Map Slot
 1. Modify the tiling of the material
4. Drag & Drop the Bridge Material to the Bridge object
5. Adjust the material
 1. Set Tiling to (2, 1)
 2. Set Smoothness to 0



Create Water

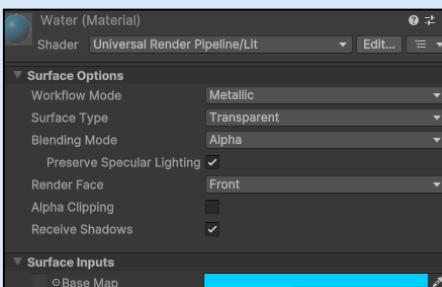
Create a Water Object

1. Create a new **Water** Cube
 1. Name it "Water"
 2. Set the **Scale** to (10, 1, 100)
 3. Set the **Position** to (-5, -.75, 100)



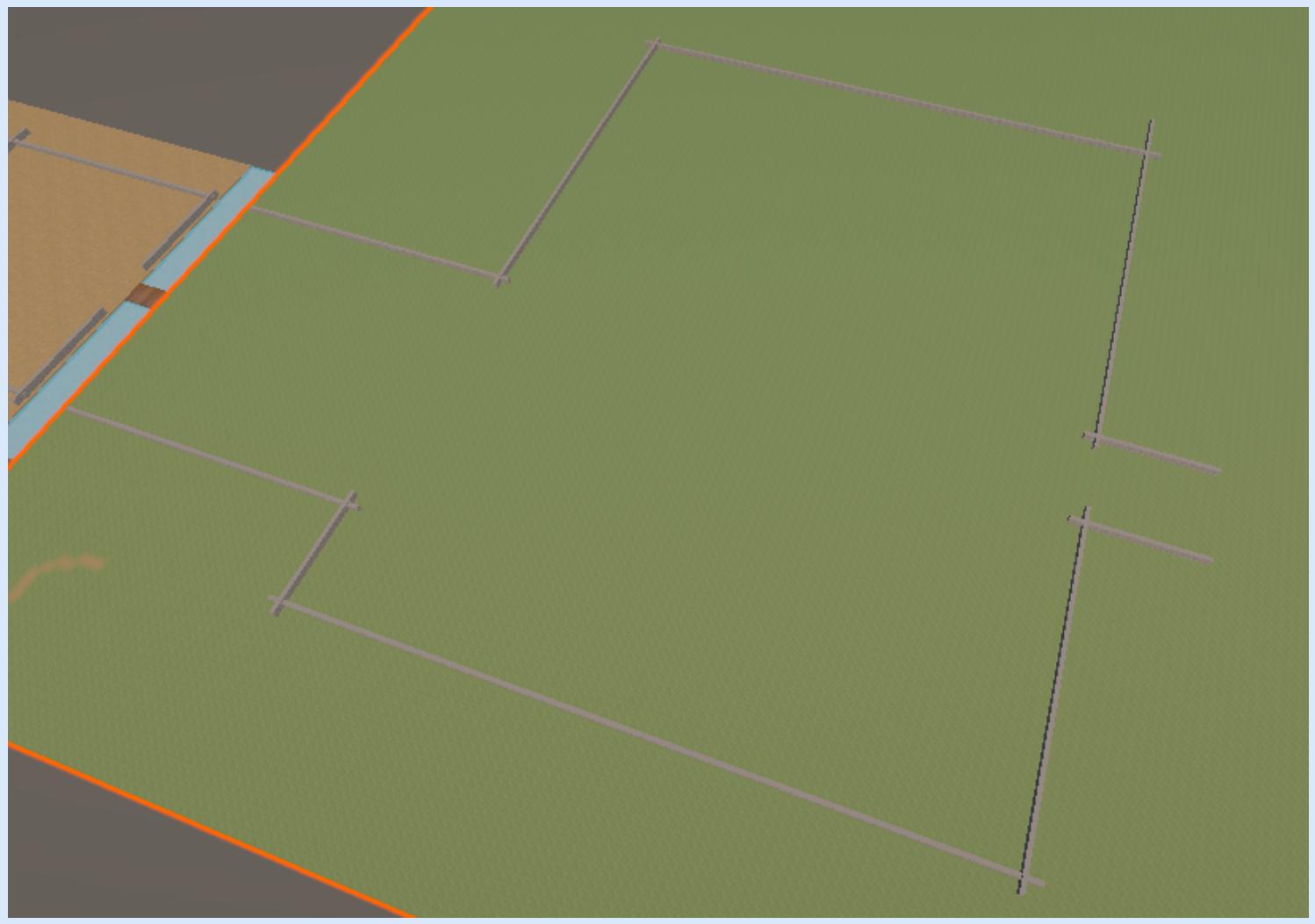
Create a Water Material

1. Create a Material in the Materials Folder
 1. Name it "Water Material"
2. Make it a Transparent Surface Type Material
3. Set the Color to Blue with an Alpha of 100
4. Drag & Drop the Water material to the "Water" object



Building the Initial Gameplay Scene

Add Extra Walls to the main area when you leave

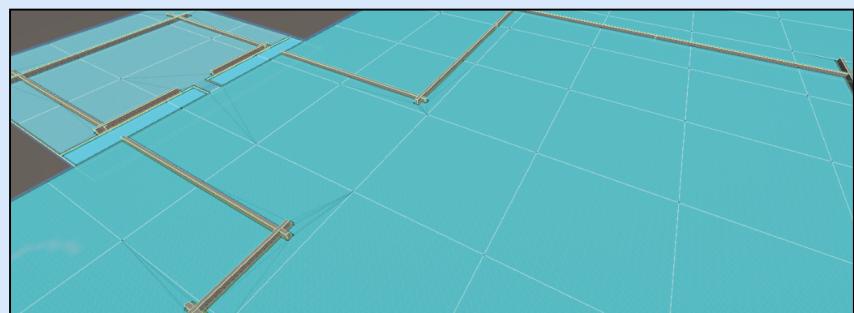
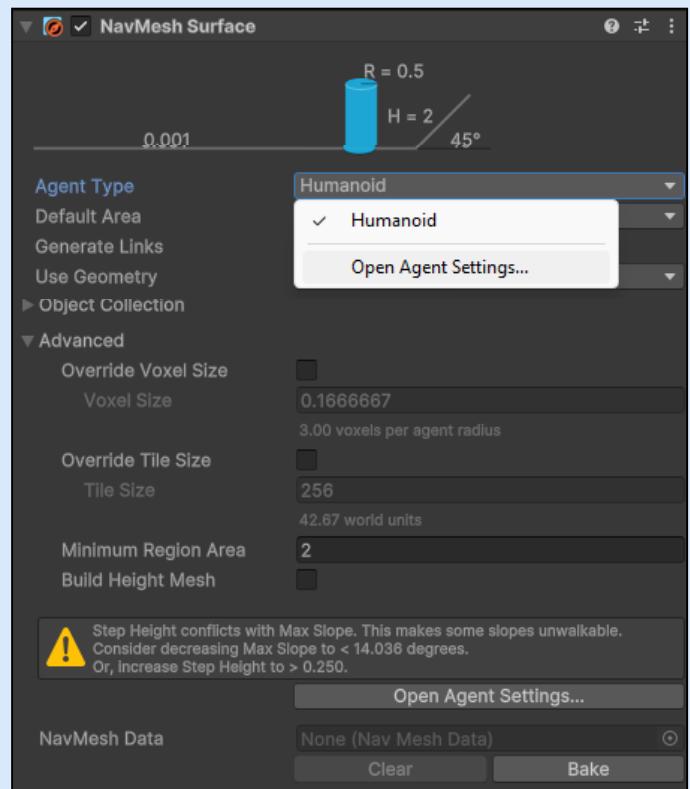
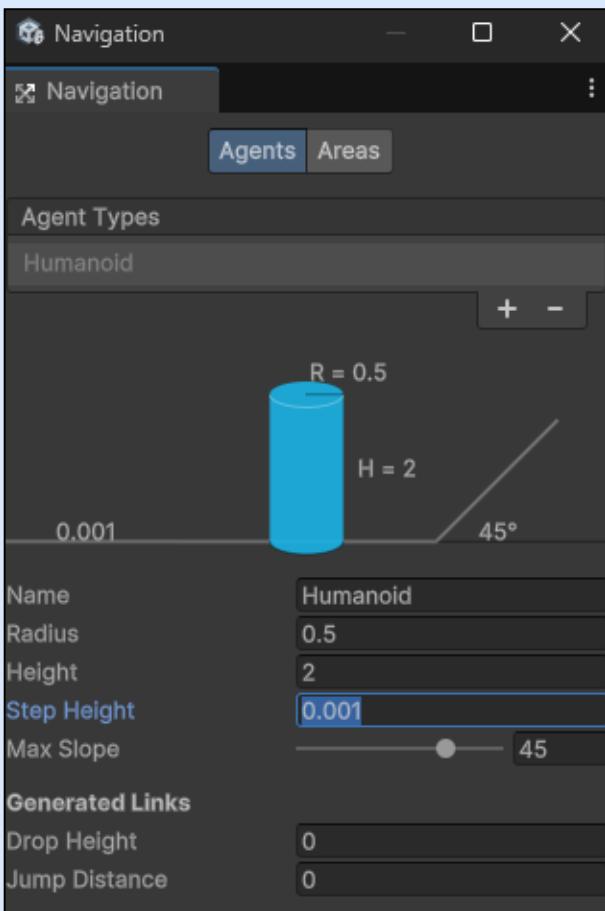


Building the Initial Gameplay Scene

Set up the NavMesh

Select the Level object

- Add a NavMesh Surface Object.
- In the Component in the inspector
 - In Agent Type
 - Select open Agent
 - Change the Step Height to 0
 - Click Bake



Building the Initial Gameplay Scene

Save the Scene

1. Finish by saving your scene

1. File > Save As...
2. Name the scene "Game"