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| TDD – PORT1 5014  Document Version 1.1  St20250265 | Kukielka, Leo |

# Development

The use of 3DS MAX 2024 Version 1 has been used in order to create the assets. Adobe Photoshop used for textures.

# Game Engine

Unity will be used in order to view the assets created.

# Asset Specification

The total number of polygons for the combined assets is 20,000.

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| --- | --- | --- | --- |
| Asset | File format | Polygon count | Dimensions |
| Lunar hut – Phase 1 | .fpx | 440 |  |
| Lunar hut – Phase 2 | .fpx | 701 |  |
| Lunar hut – Phase 3 | .fpx | 1190 |  |
| Spaceman in suit | .fpx | 838 |  |

# Level / World Details

The world will showcase the assets that have been created.

# Texture plan

|  |  |
| --- | --- |
| Texture | Texture use |
| Dark tinted glass | Windows |
| White Lunar Concrete | Building material |
| Black lunar concrete | Building material |