This Project is made by Unreal Engine 4.

I am using Version 4.19.

Plan of Water elevation:

2048 \* 2048 Heightmap with mountains, ground and sea. (chose the heightmap of Norway, might change to a U.S one)

Build my own textures such as sand, ground, rocks, etc. Editor them as function-materials, so it could change by height changing.

Player modeler is a FPS shooter, he can shoot the ball, and the bulls can be reflected by all of the surfaces. (Might delete it later)

A lot of models add (trees, grass, flowers, rocks, and maybe a wooden house)

Using some cool

There are 4 modes of the landscapes: frozen(winter), rain(summer), windy(fall), and normal(spring). Models will change in different mode also.

Add the temperature and height on UI. Both can change by the height changes. There is a formula.