**System Development**

4.1. Introduction

In this chapter, a detailed analysis of the system development will be given, but first the original prototype will be discussed. There are many aspects of the system development that will be discussed such as the procedural generation, the UI, the inspection system, the quiz feature, the models and animation creation, the audio, and the AI.

4.2. World Generation

Terrain Generation

Forest generation

Grass Generation

Mountains Generation

**Procedural generation**

* ***Terrain Generation***
* ***Forest Generation***
* ***Grass Generation***
* ***mountains***

**Menu Creation**

* ***Main Menu***
* ***Pause Menu***

**Inspection System**

* ***Inspection controller***
* ***Inspection ray cast***
* ***Manager NPC UI***
* ***Object controller***

**Quiz**

* ***Question Editor***
* ***Answer drawer***
* ***Answer data***
* ***Audio manager***
* ***Game manager***
* ***UI manager***
* ***Game events***
* ***Question***
* ***Game Utility***

**Models**

* ***Trees***
* ***Rocks***

**Animations**

**Audio**

**Images**

**UI**