

Scary Forest

The idea is a forest at night in which you can walk around and turn your flashlight on and off

- 1) There will be evil bunnies in the forest with glowing red eyes
- 2) There will be particulates in the air to make you able to see the flashlight beam

Milestone 1

- NightTime Skysphere around the camera
- World with blocks for trees
- Bunnies will hop around in the world

Milestone 2

- Small particulates will be suspended in the air
- Bunnies' eyes glow red
- Flashlight will look like its coming from the camera as in a first person game
- Turning Flashlight on will add light (specular, diffuse, ambient) to everything

Final

- Flashlight will have a cone effect like you would expect from a flashlight
- Particulates float around as if blown by the wind
- Trees are textured