Week 1 cont. Documentation

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Sewer: I started working on what was eventually going to be the map in which the game takes place. It was originally created in Blender with very few objects, which ended up being a problem upon importing into Unity. I no longer have the file for the originals.

Gun: Made a gun which will be used as a weapon for the player. Made in blender with resized rectangles and a cylinder. I used the Loop Cut tool and the Move tool to make the round bit.

