

3D Street Scene:

I will create a 3D street scene, using 3DS Max and Unity. The street scene will be stylized and based on Chinese New Year celebrations, with the street full of restaurants, shops, and traditional Chinese house. Other assets will be included for interior design, and exterior. Lanterns being an example of 1.

Interaction for player:

The player starts off by seeing a photo of his parent, with accessories and a unique hairstyle. The player is a child and must find his parent before the New Year starts.

Strengths & Limitations:

I chose this idea, because designing diverse cultures to our own is interesting for both me and the user. There is the difficulty of getting it right, however with enough research and understanding, this shall not be an issue. Other difficulties I could run into would be through modular piecing, since they are all attached houses, and tightly packed streets, I will need to design accordingly. The business of the street needs to be taken into account to have some level of difficulty for the player.