

### **Description**

- List of elements
- Terrain: 25%
- Indoor section :25%
- Textures and normal map: 10%
- Direct lighting: 5%
- Post-processing stack :5%
- Multiple cameras: 5%
- Appropriate textures on the indoor section (5%) o with normal maps
- A simple single-state animation (5%) o A complex animation that responds to trigger or mouse events
- Use of multiple cameras (e.g. overlaid cameras or rendering to a texture) (10%)
- Particle effects (10%)
- Objects controlled by physics (5%)

In creating the game, they where a few challenges that I faced and these challenges I still faced them during the course. Building the house was one of the problem it was hard for me to structure the house and for it to became properly shaped. Another issue was the door when I tested the door it open and this was before I moved it to my main house, but when it was attached to the house it could not open hence I created another way for the player to have access with the indoors. They are 2 buildings in the scene the garage and the house.