

WMEC111 Unity Assignment Description (45603324)

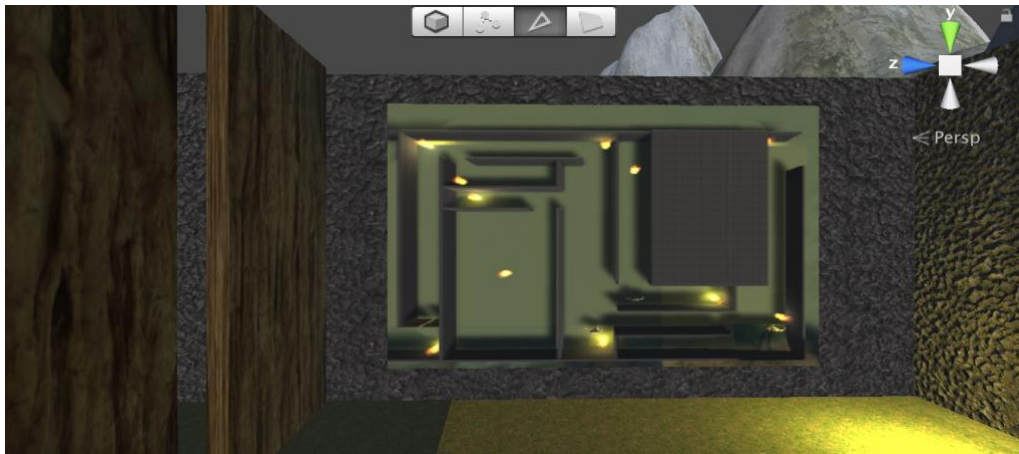
Marks claimed:

- Indoor section made using Probuilder and Unity primitives (25%)
- Outdoor section made using the Terrain editor, including textures, trees, grass and (25%)
- Use of emissive materials (5%)
- Particle Systems, fire (10%)
- Objects controlled by physics, hinge Joints (5%)
- Simple, single state animation, sun rotation (5%)
- Use of multiple cameras, overview map camera (10%)
- Use of NavMesh Agents where enemies patrol the area (5%)

Total marks 90

TV

The TV was made using unity's 3D object using the quad which is an emissive material and is set at the start of the maze. It projects the overview of the maze for the player to find their path. Using a new material and new renderer texture, it was applied to the camera's target texture to play a live feed of the map with the enemies patrolling.



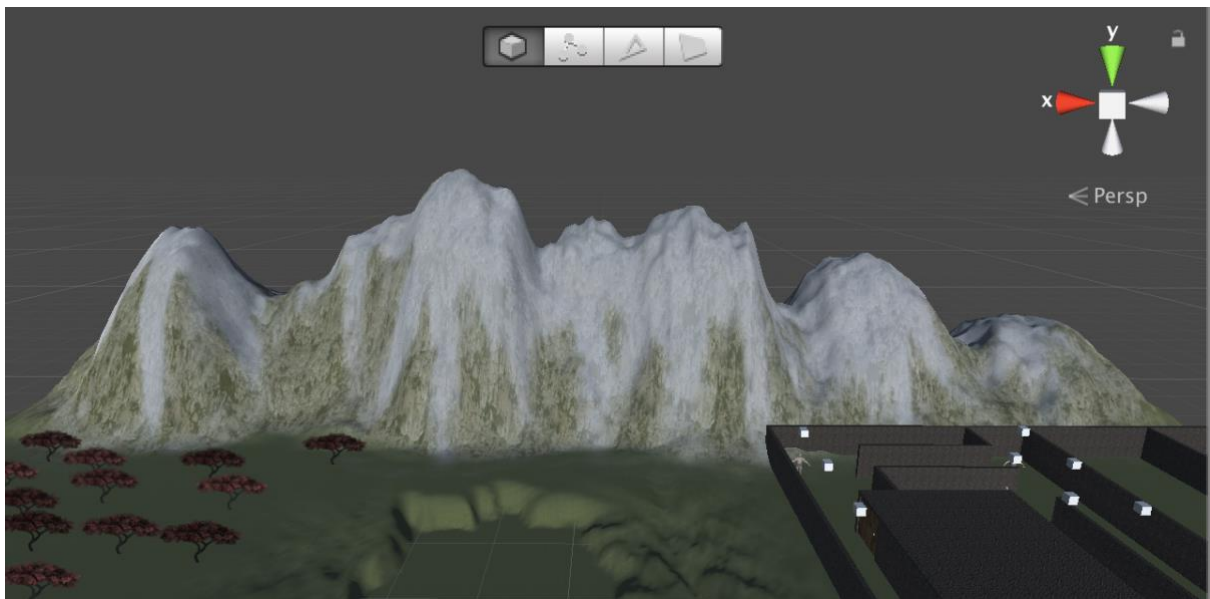
Walls of the maze

The maze walls were created using probuilder cubes. The texture includes a metallic muddy texture to create a dark maze.



Terrain

The terrain created includes Japanese Maple trees, grass along with snowy mountains and ditches.





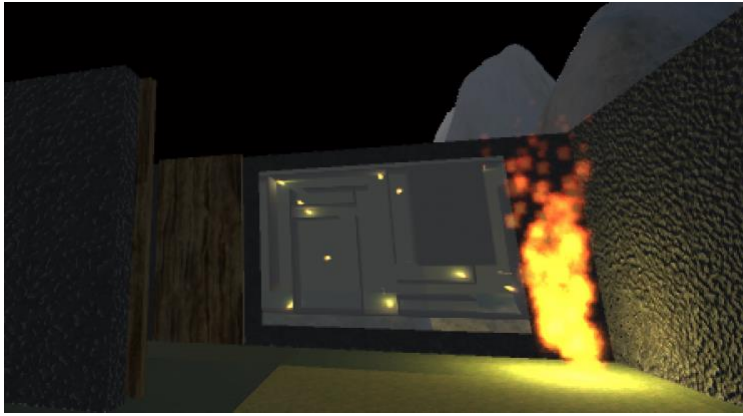
Doors

The doors were made using unity's cube as the door panels and the spheres as knobs. The entrance doors are animated to open by themselves for the player to walk through. The doors are scripted with hinge joints which uses a spring to create a flow when opening the door.

Sun and fire particle

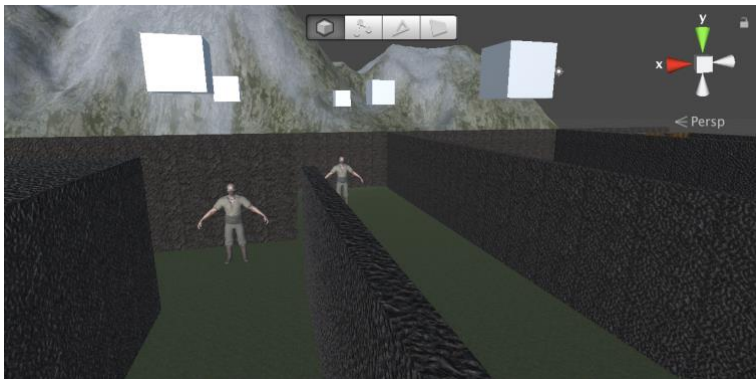
The directional light is used to bring the world from daytime to nighttime thus bringing in the use for the fire particle system to create light at night.





Enemies

The enemies are bandits who patrol the maze. I used cubes created from unity's primitive tool to create patrolling points and made them invisible to the player by unselecting the layer. The aim of the enemies is to make the player divert from their path.



Challenges

Initially, I would've liked to create more features for the game and some of the roadblocks were dealing with the lighting, fog and complex animation.

Assets used:

- Probuilder
- Post processing
- Basic bandit
- Standard assets