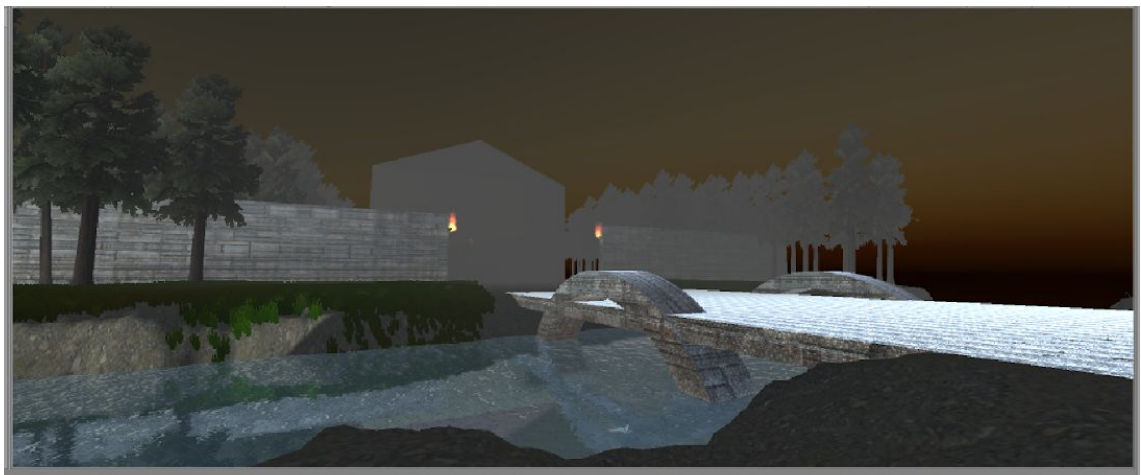
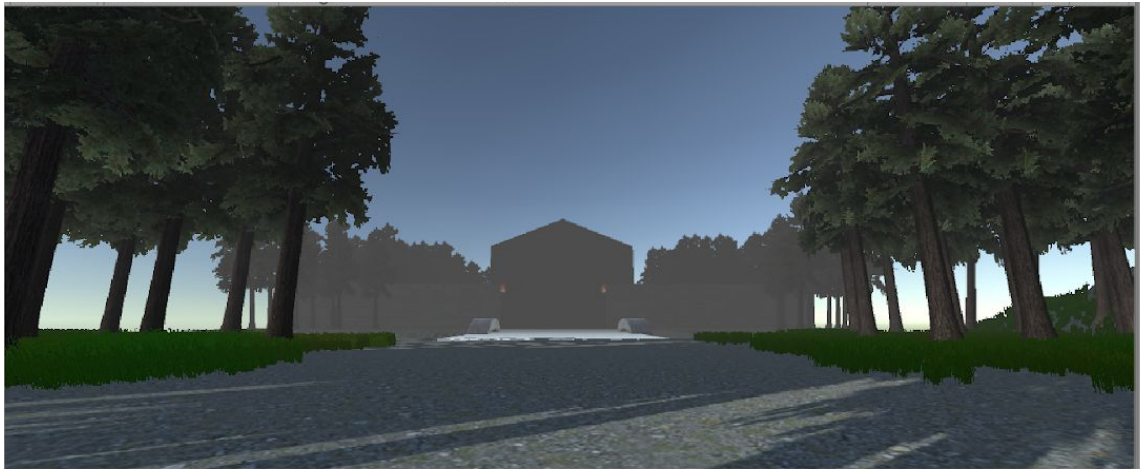
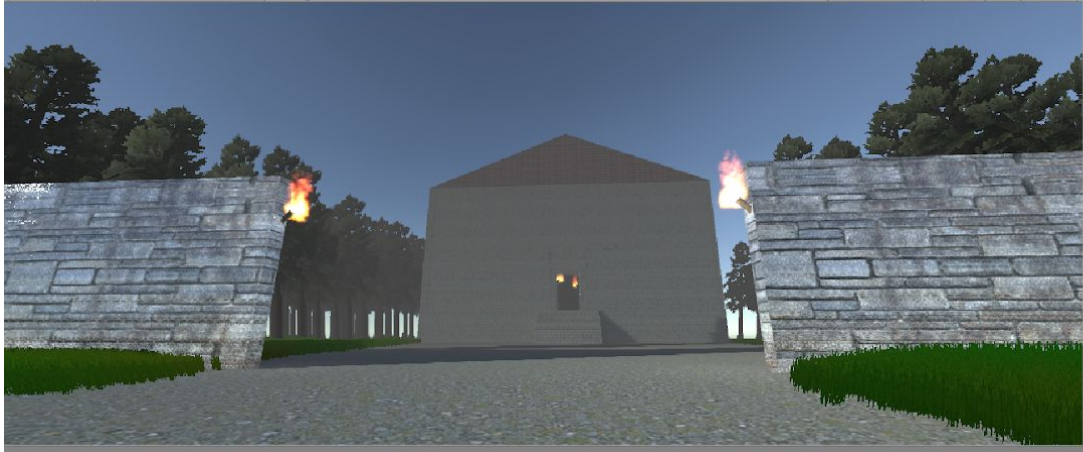


## Murder Mystery Manor

- **Terrain (25%)**

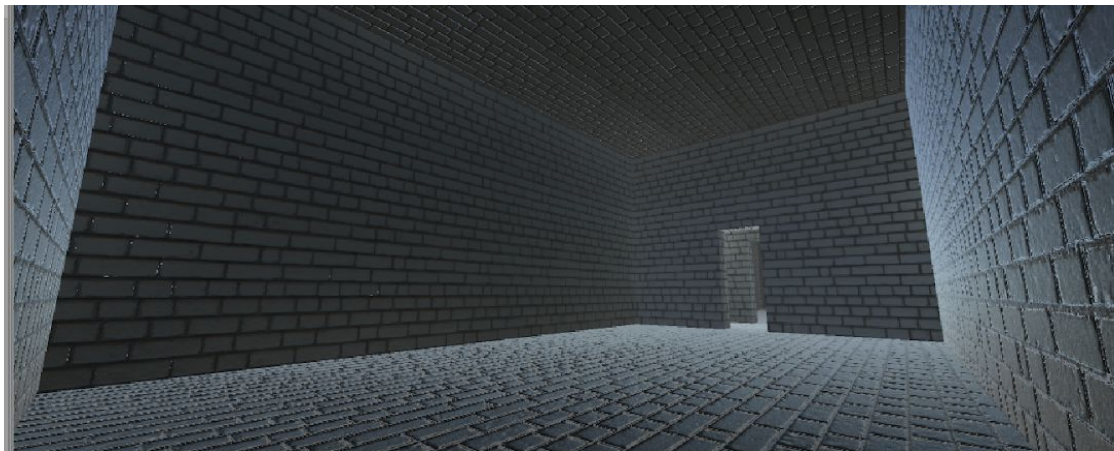
I've built the terrain isolating the double storey mansion not only by the forest but also the moat that separates the player from the starting point. Fog coats the landscape mystifying the house. The textures applied the front walls and the moat bridge are supplied from Alessio Regalbuto's 'High quality bricks and walls' pack

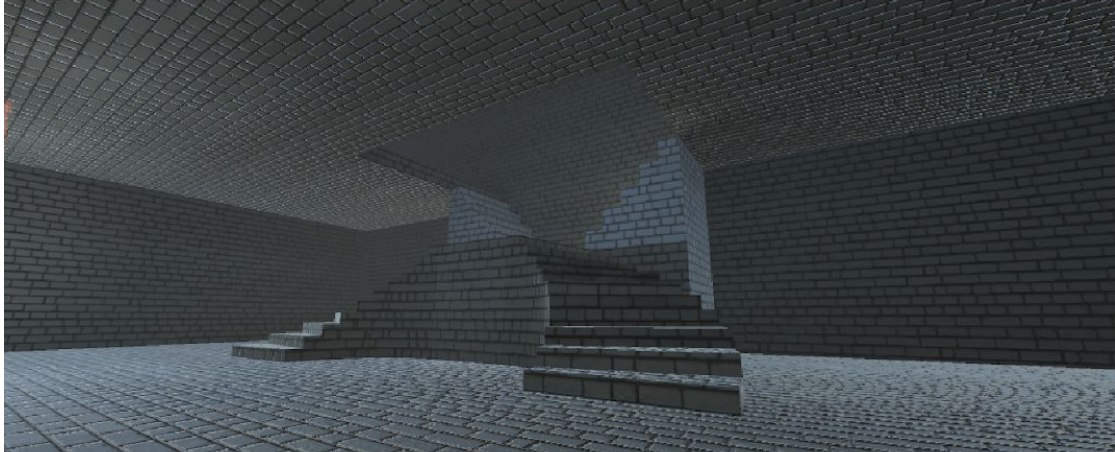




- **Indoor Section (25%)**

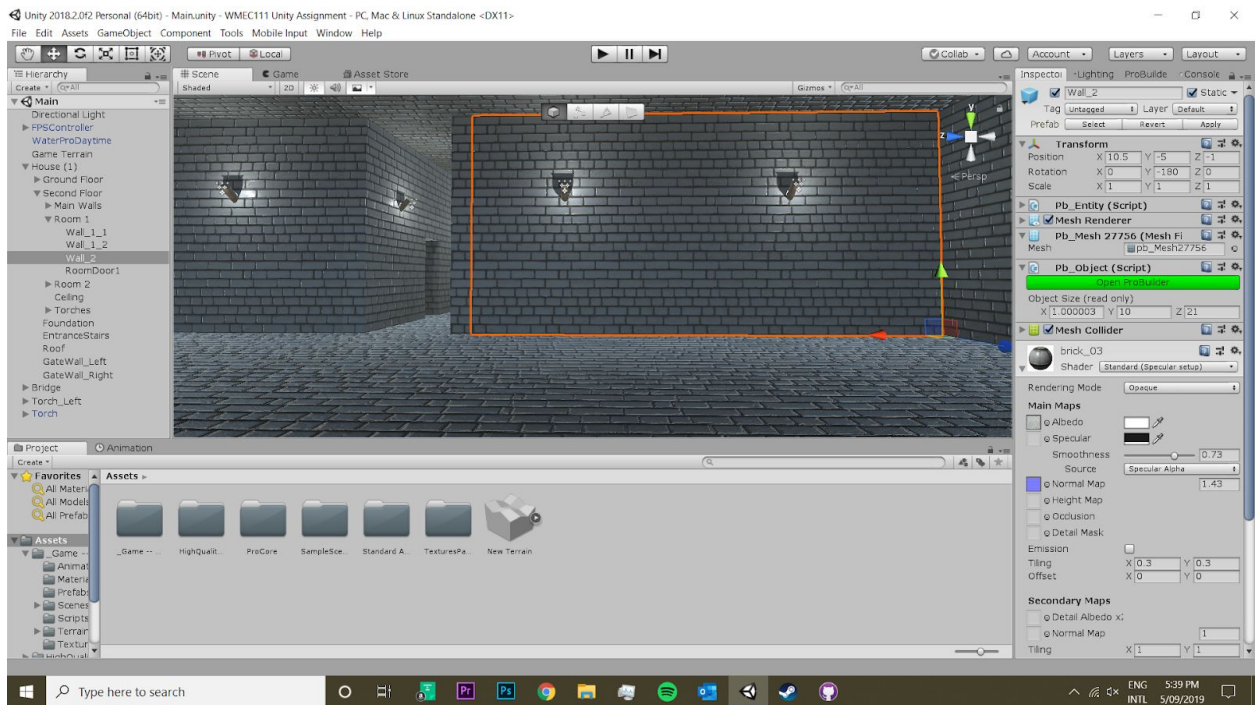
The mansion has large rooms and a semi spiral staircase similar to the Titanic leading to the second floor. The aging mansion is textured by rotting white brick texture supplied from ALP8310's texture pack 'Textures Part 1' and the roof textured from Alessio Regalbuto's 'High quality bricks and walls' pack. The inside of the mansion is lit by fire torches to accentuate the age of the mansion additional creating a creepier environment.





- **Textures and normal maps (10%)**

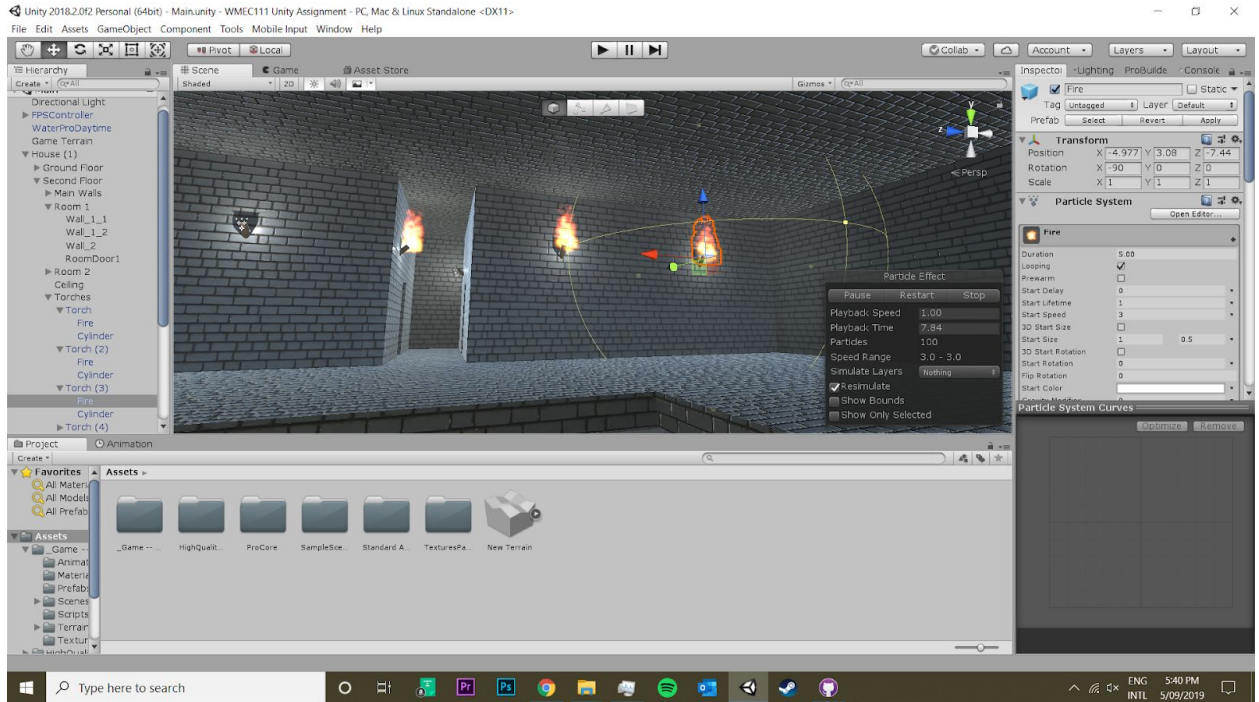
Textures applied to the elements have normal maps applied



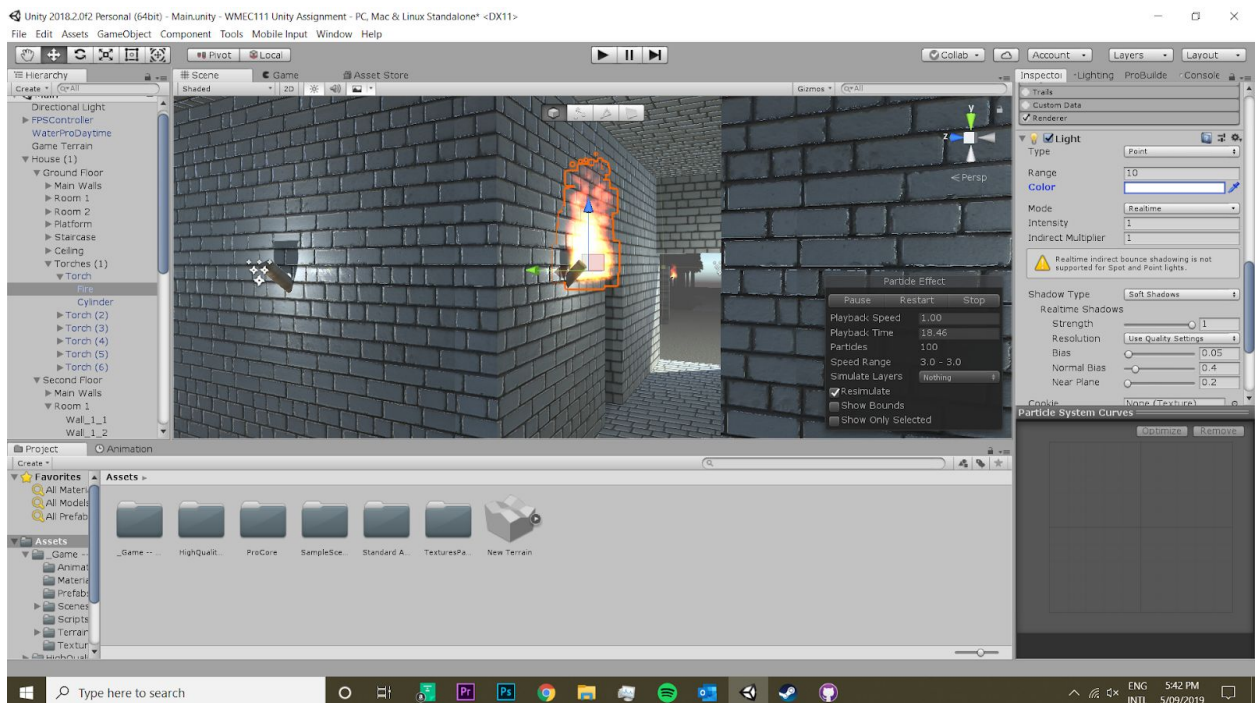
- **Particle Effects (10%)**

Particle system is utilised in the torches across the map





- **Direct light sources beyond the default Directional Light (5%)**  
Light source can be found in the torches



- **A simple single-state animation (5%)**  
Over the time of two minutes the environment will experience dawn to dusk

