Unity Game – Description

List of elements:

- Terrain **(25%)**
- Indoor Section **(25%)** - Cabin
- Direct light sources beyond the default Directional Light **(5%)** – Baked indirect lighting in the Indoor section (add 5%) – **Total (10%)** - Point light used for the lamp in the indoor section.
- Particle effects **(10%)** – The fire on the beach
- Appropriate textures on the indoor section (5%) - With normal maps (add 5%) – **Total (10%)**
- A simple single-state animation (5%) - A complex animation that responds to trigger or mouse events (add 5%) – **Total (10%)** – Used on the cabin door
- Appropriately applied effects via a post-processing stack **(5%)** – Added fog to the terrain

During the creation of my unity game, there were a few challenges that I had to overcome. One of these included creating the animation for the door of the cabin. Originally I intended to create a door that used trigger animation however I decided to use the click animation instead as I was more comfortable in creating this animation. I also found the creation of the indoor area very challenging. In particular, lining up the objects so that they lined up together I found difficult. I used the probuilder editing tools to try to slot everything together however, there were still some areas that needed more adjustment. I am happy with the overall look of the game; I think it could have been improved with extra entities such as wild animals roaming around as well as more interior items inside the cabin to demonstrate the chaotic environment that the character is living in. I hope that the feeling that I tried to convey with SAM is shown in this scene as well as my influences from games such as Myst. I tried to capture the essence of a desolate island by adding the cloudy sky and fog amongst the terrain.

Assets used:

- Old Wooden Row Boat v2 by Warkarma
- Survival Village props(Free) by Nikolay Fedorov (Cabin materials and textures sourced from here)
- Old Lamp by Indomi
- Free Hut Pack by Storm Bringer Studios
- AllSky Free – 10 Sky / Skybox Set by RPGWHITELOCK