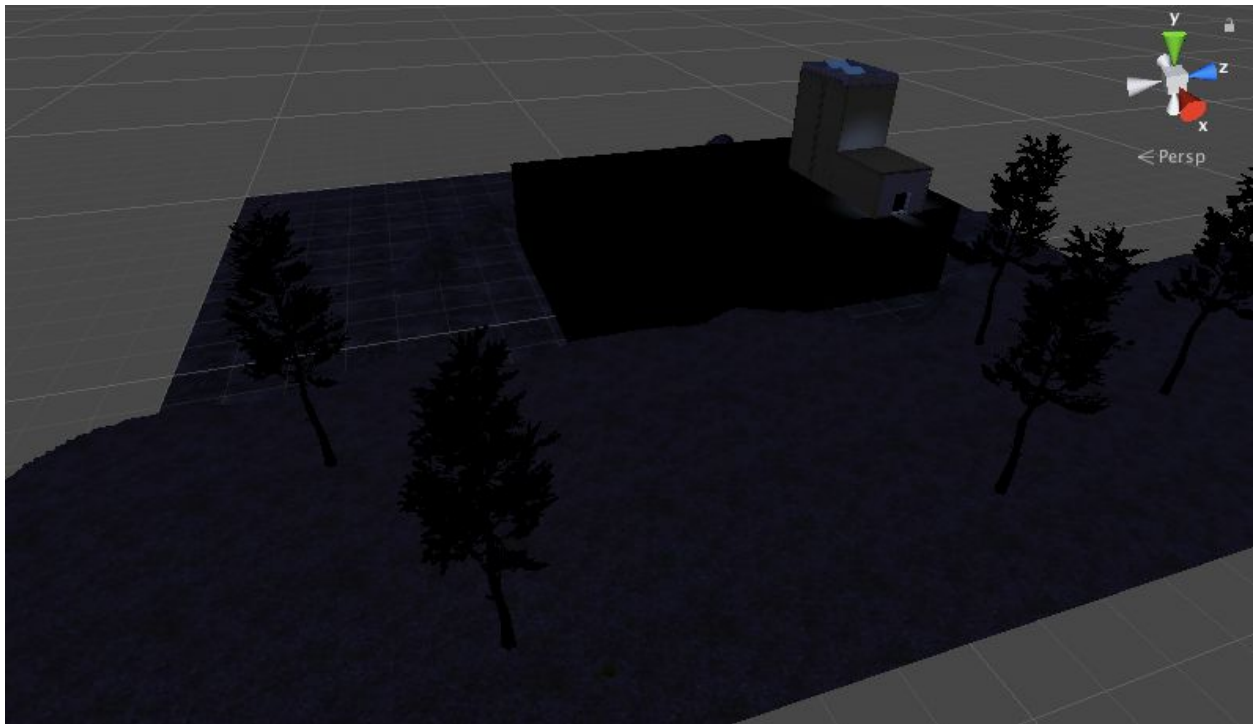Terrain -

The terrain is 200 by 200 and has a plateau on one side, this is where the player spawns. The rest of the terrain is for the facility. There are trees and grass on this plateau

Indoor section -

       The indoor section comprises an entrance room featuring a computer on a desk displaying a security camera positioned outside, a light and a door. The rest of the indoor section is an unlit staircase ascending towards the roof
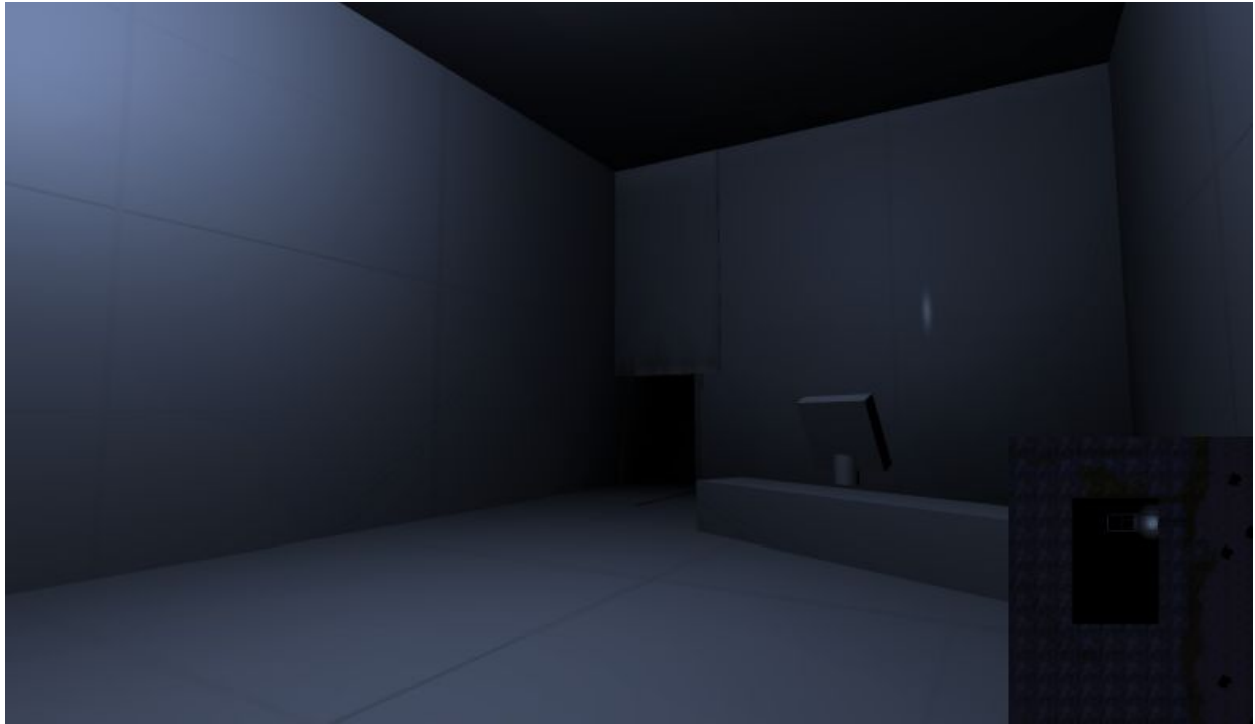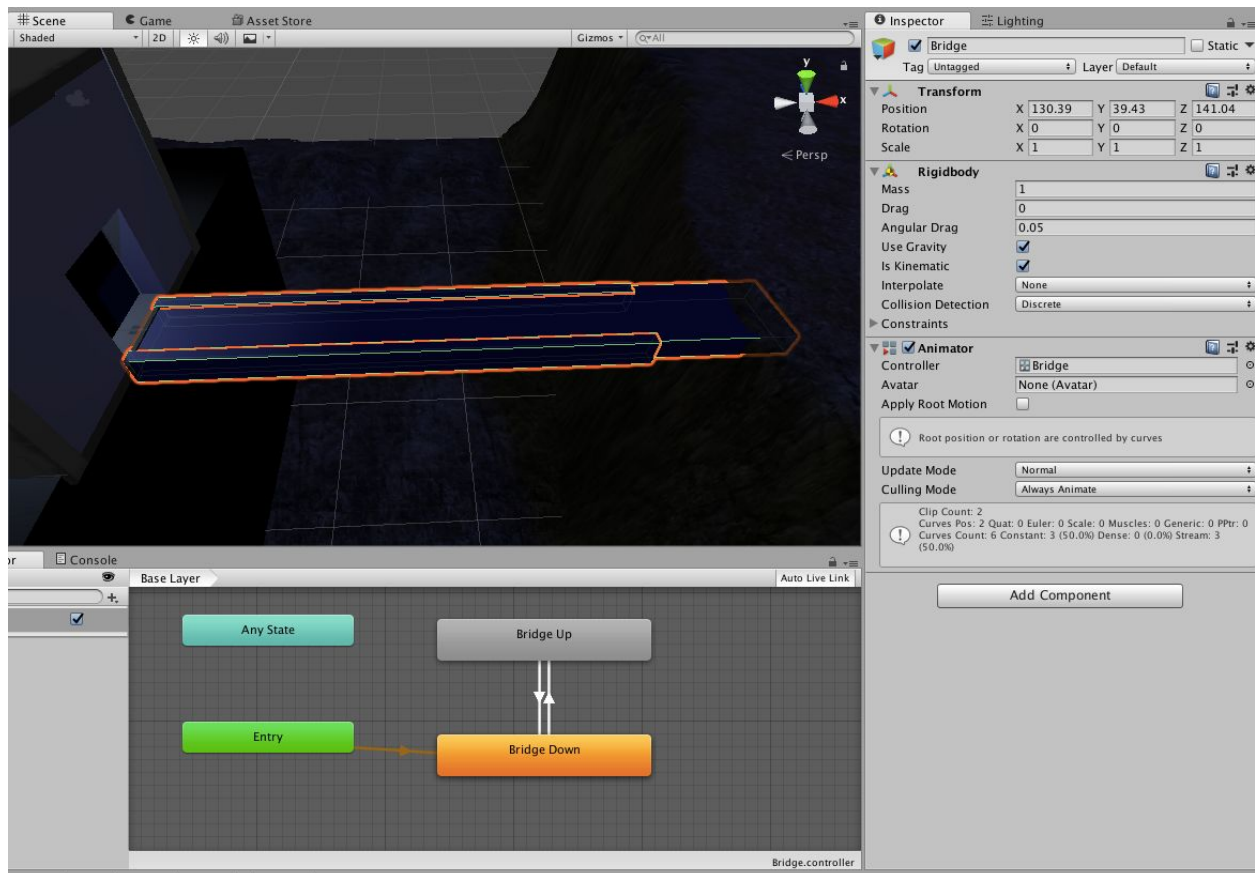

Textures and normal maps -

       Cube with normal map (couldnt find any textures for the indor section that i thought fit so here is a cube with a normal map instead)
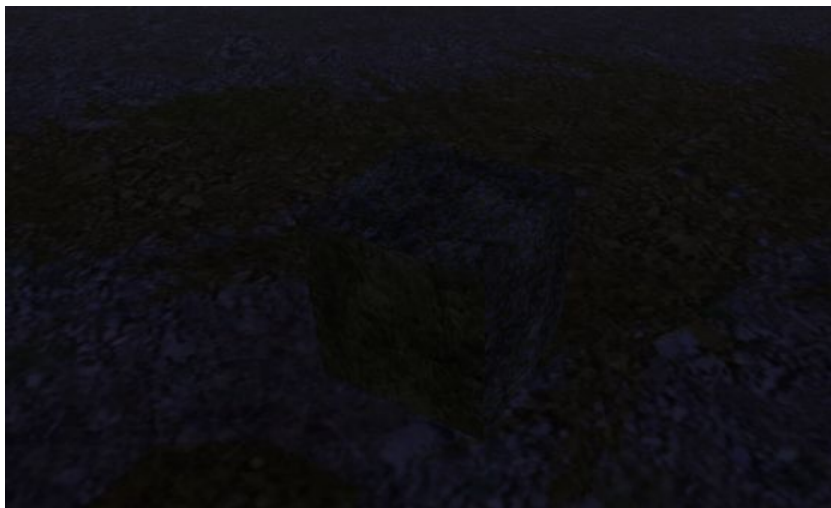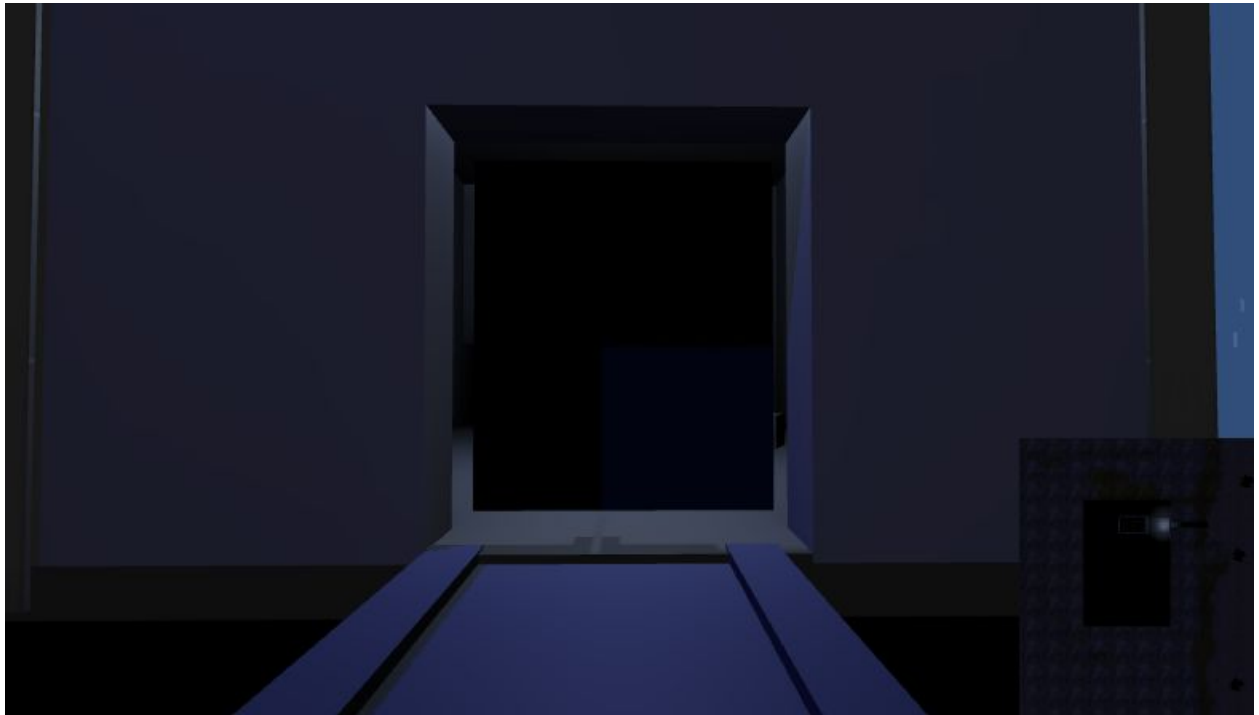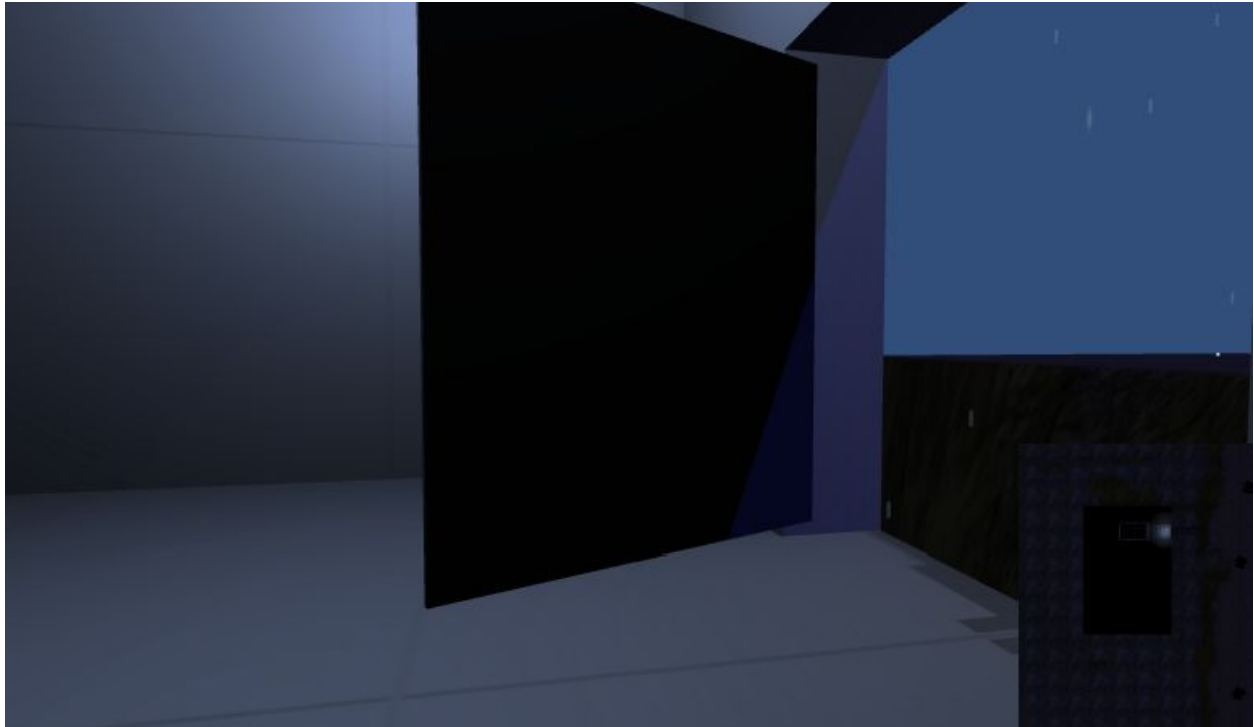
Animation -

        There is a drawbridge outside the facility that the player needs to cross to get inside. It has a trigger so that it only ascends when the player is standing near it.

Objects with physics -

The only object that is affected by physics is the door to the entrance of the facility, the player can open it by running into it

Particle effects -
    There is rain outside that dissipates in a small explosion of water droplets on impact with any surface

Multiple cameras -

   The player has a mini-map in the bottom right corner of the screen, it only captures the floor of the facility, not the ceilings, lights or objects within it. There is also a security camera positioned just outside, looking at the bridge, its feed is displayed on the monitor in the entrance.
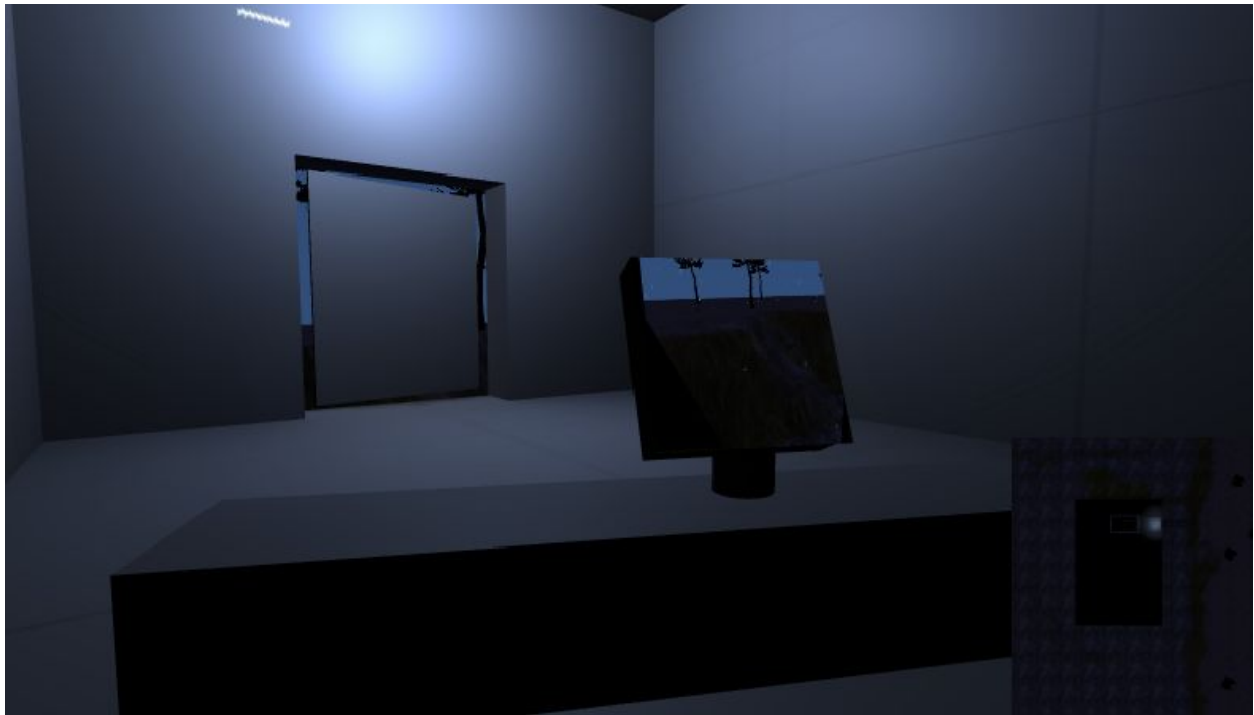
Lighting beyond directional light-

　　　There is a light on the ceiling of the entrance area. Baked indirect lighting has been used for this section as well as light probes for the moving door. On the roof, there are solar panels

which reflect the sky and the directional light using a reflection probe (ik solar panels are meant to be black but I didn't know where else to put this without it being out of place even more)