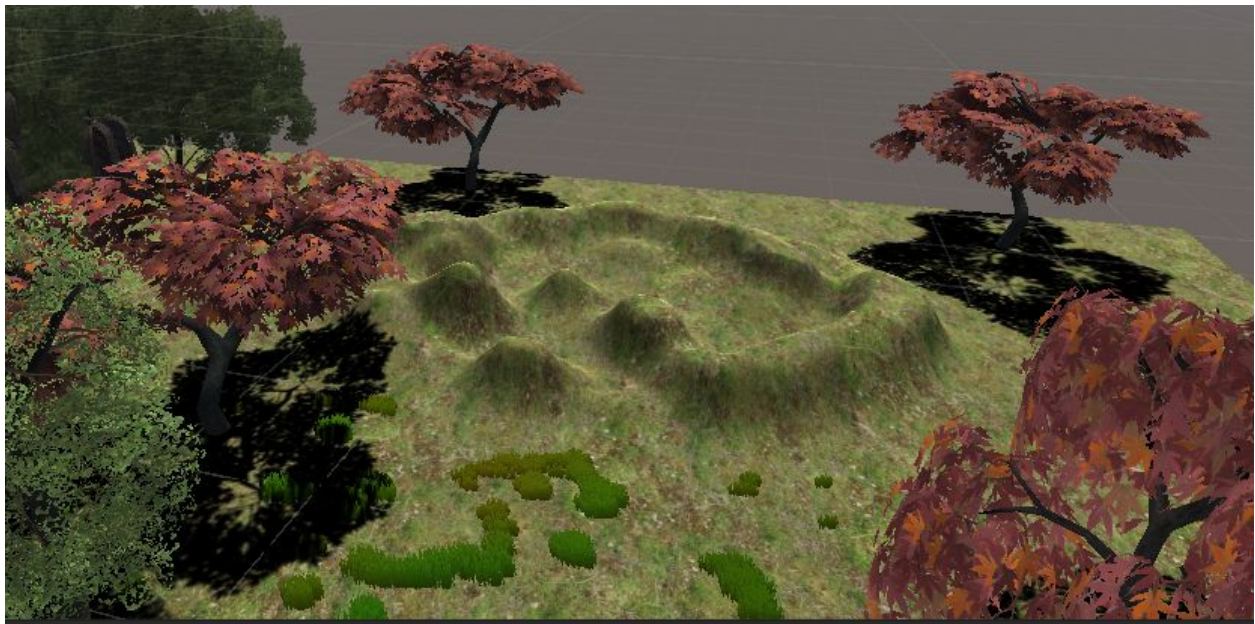


Included in the game “Enchanted”

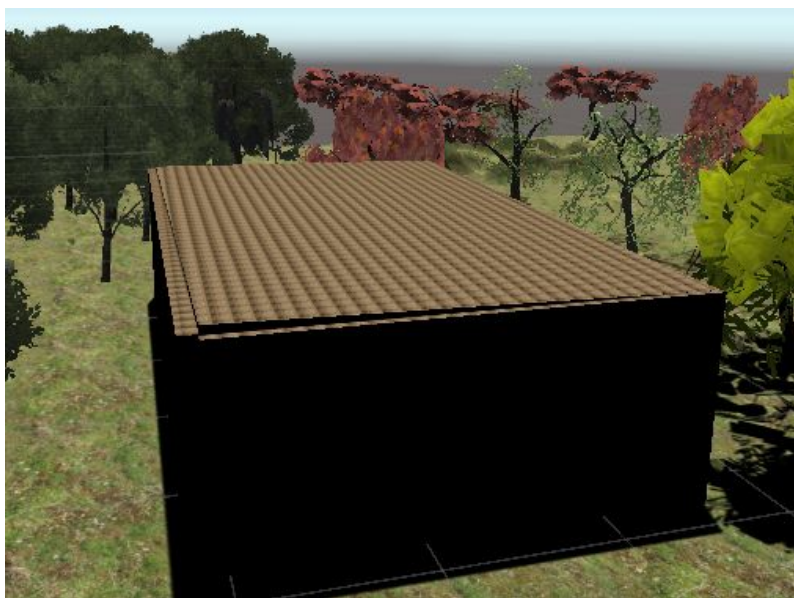
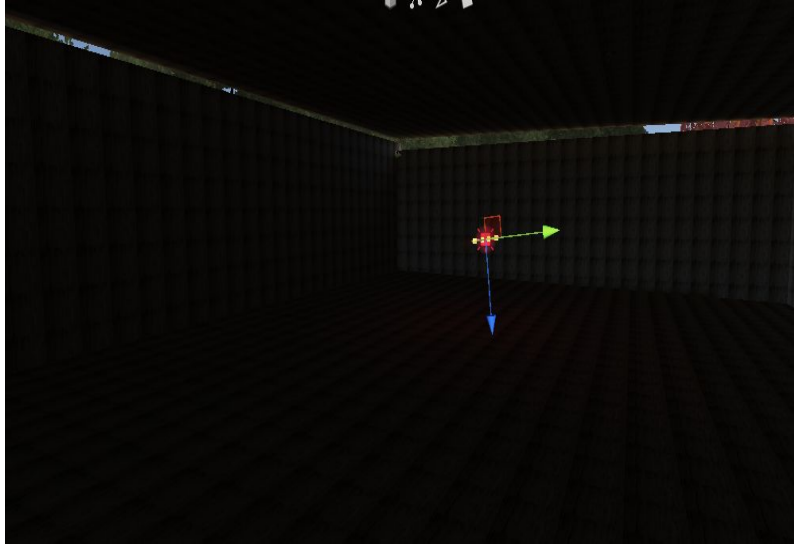
- terrain(25%)
- indoor (25%)
- particle system (5%)
- textures (5%)

For my Game “Enchanted” I utilised a FPS Game controller named “eyes”

I tried to simulate the terrain of a forest, i did this through utilising various types of trees including japense maple tree and also various types of bush and grass. I arranged the trees to simulate a crowded forest with little room.



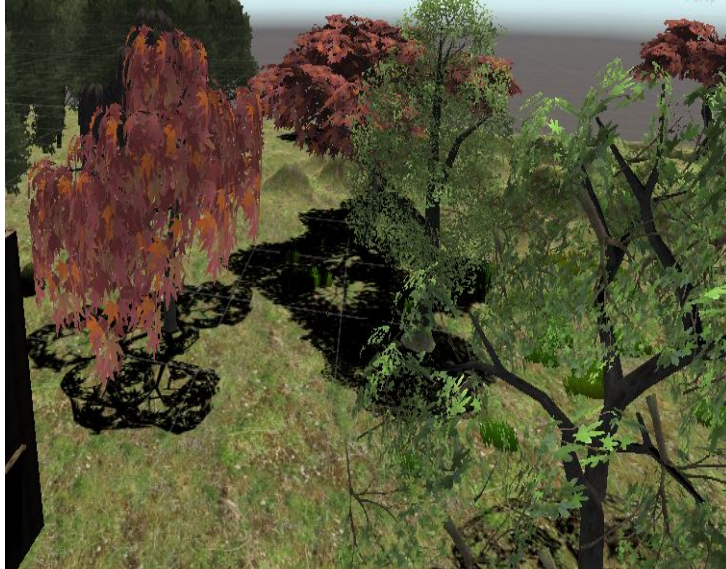
For the indoor section I wanted it to be simple as it was an abandoned house made of wood, I applied a wood texture to the cube to simulate the look of old wood. I used pro-builder to create the walls and floors for the house. I also used Pro builder to create the look of an old house by making the corners a bit out of place.



I used a particle system to simulate the look of magic and to simulate what the character is hallucinating. I also added sub- emitters for the magic to react to the environment. I used a box shape to ensure the magic covers a certain area of the map.



I applied a various amount of textures to the environment including the terrain, rocks, grass and trees. I did this to simulate the look of a real forest.



Reference List

- Probuilder.
- Standard assets materials and textures.
- https://www.google.com/search?q=wood+texture+unity%5C&rlz=1C1GCEA_enAU865AU865&source=lnms&tbm=isch&sa=X&ved=0ahUKEwiw07-hi7nkAhUK8HMBHUGKDugQ_AUIEigB&biw=929&bih=883#imgsrc=jgbGDSPm6OyCAM: