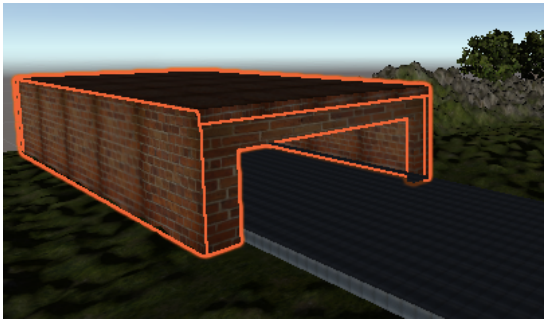


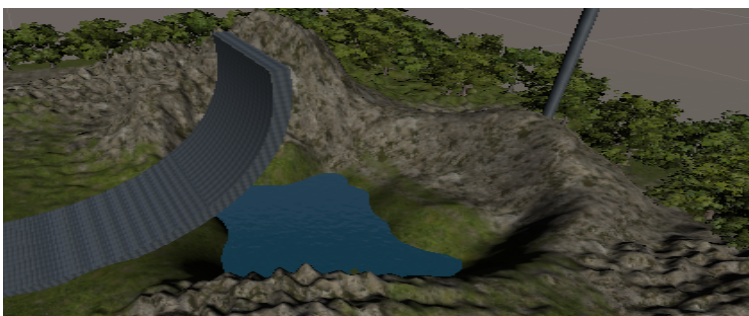
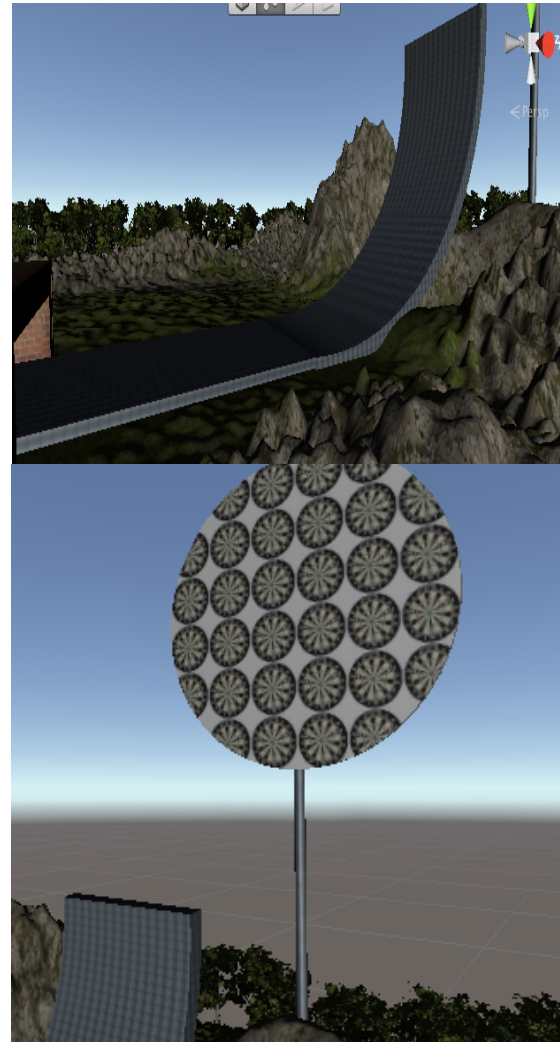
UNITY GAME DESCRIPTION



Using the 3D Unity game engine I created a FPS controlled game titled 'BALLSeye,' this game essentially involves a starting box, ramp, dartboard and a

terrain. Furthermore, the starting box in this game was designed to have a brick texture resembling a house, the actual purpose it was for is to be the balls starting point which I did through the use of 'Probuilder' and Unity's primitives. (25%)

Similarly, the ramp was made in 'Probuilder' as well and has a steel texture to give it more of a realistic outlook for the outdoor section of this game. The ramp is also directed towards the dart board which was made by having cylinders stretched and fitted in 'Probuilder' to essentially make a massive size board with also an actual image of a dart board for its texture.



Finally, In this game I implemented things on to my terrain (25%) including things such as water, trees, grass and

hills to provide a diverse of environmental materials, features and textures (the grass hill texture) throughout my FPS controlled world, as the water was implemented underneath the board and ramp to give the map a further unique look and added feature.

