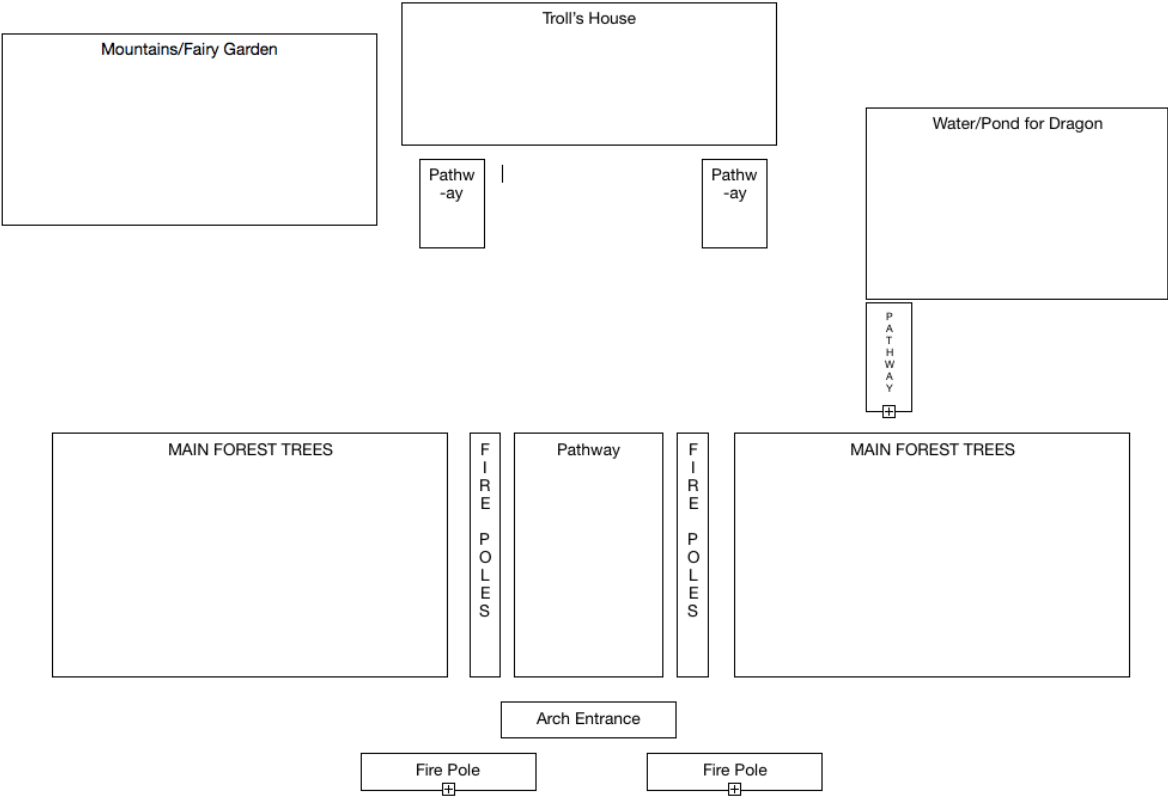


## **Description (Unity Game Project)**

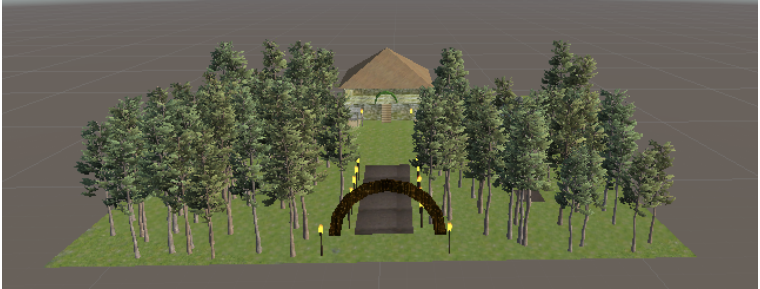
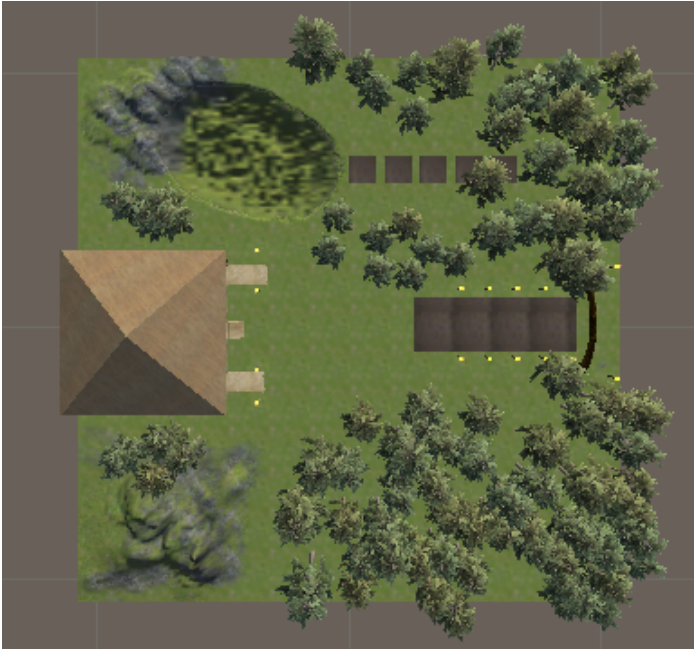
The steps undertaken in the process of creating 'Cosmo Quest' on the unity engine, consisted of mapping, planning and organising. Firstly, in creating this game, I created a layout of where I wished to place all objects in the game. Through ProBuilder, specifically using the shapes, I was able to create my indoor section and significant aspects in my outdoor area. In creating this game there were definitely challenges that were faced. When faced with the physical layout itself, the concept and layout that was mentioned in the Game Design Document was questioned. However and eventually, a game was created with my initial intention, concept and layout. To overcome the challenge, I evaluated many layouts until I created one that significantly resembled an imagined image into a game world through the unity engine. Overall, a main concern and challenge in making 'Cosmo Quest' was the unity engine not responding and crashing. Aside from this issue, 'Cosmo Quest' was created. It was through planning and creating layouts which then significantly assisted in the process. Creating many different layouts assisted me in building/changing perspective and incorporating my very best ideas from different layouts to form 'Cosmo Quest' from paper and into a game.

### **Elements incorporated in Unity Game:**

- Outdoor section
- Indoor section
- Textures with normal maps
- Particle effect (fire)



Scene:



**Game:**

