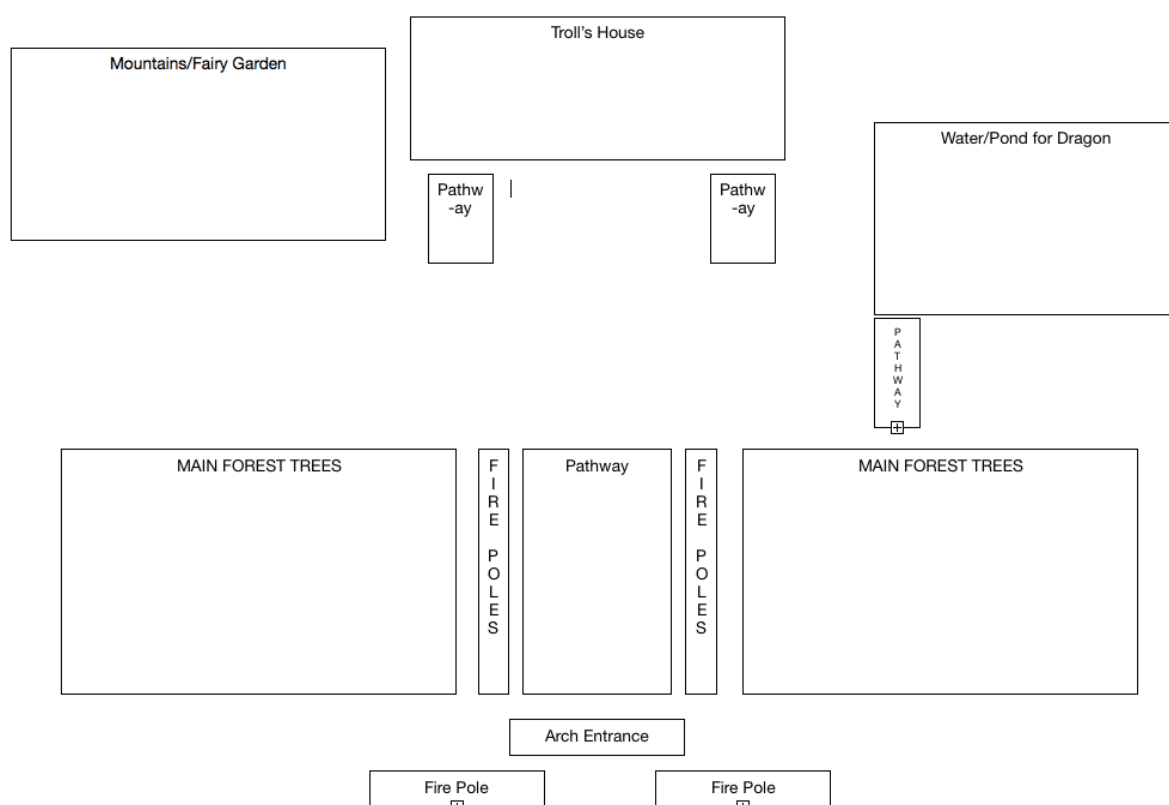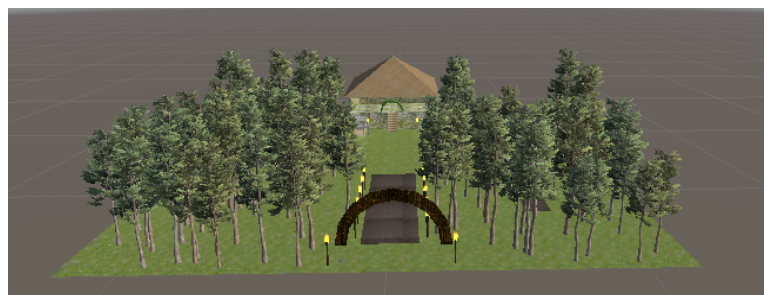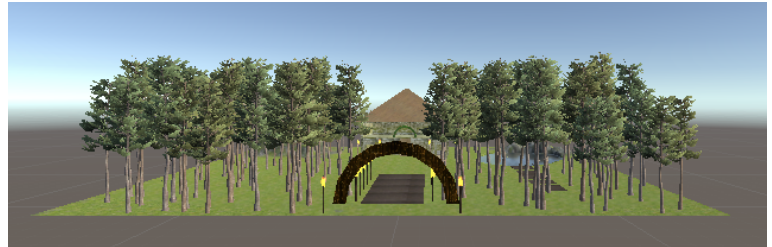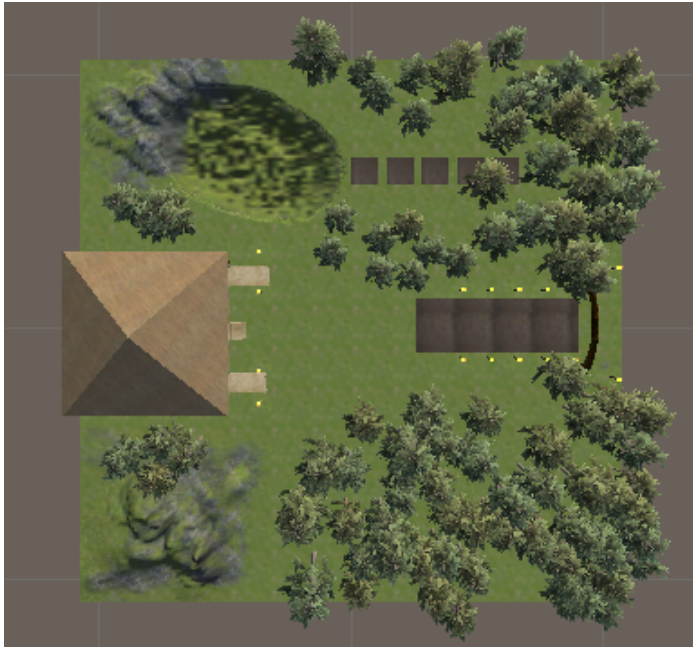## Description (Unity Game Project)

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. The elements of the unity engine that I eventually chose and approximated my game concept was a Terrain which was worth 25%, an indoor section which was also worth 25%, textures and normal maps which was worth 10% and a particle effect (fire) which was also worth 10%. 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 and allowed me to build on my perspective.

**Scene:**



**Game:**