WMEC111 Unity Assignment

Marcus Haar (45980055)

Marks Claimed:

- Indoor section made using Probuilder and Unity primitives (25%)
- Outdoor section made using the Terrain editor, including textures, trees and grass (25%)
- Textures on the indoor section (5%)
  - With Normal Maps (5%)
- A simple single-state animation (5%)
  - The platform on the first floor.
- Direct lighting sources beyond default Directional Light such as a secondary direct lighting source adding an orange hue to the landscape and light points for the torches (5%)
  - Use of Emissive materials on the third floor of the tower (5%)
- Particle Systems (10%)
  - Flames.
- Objects controlled by physics (5%)
  - with hinge joints (5%)
  - The doors used throughout the game.
- Use of NavMesh Agents (5%)
  - Included enemy patrolling and following on the golem on the second floor (5%)

Total marks claimed: 100%

Terrain

I made the terrain a muddy grassland with rotted grass. The starting town is surrounding by mountains and fog. Moreover, I added a secondary directional light that gives the landscape an orange hue.


The Town

The town occupies a couple of AI that move using NavMesh agents and Goal Setting scripts. The houses were used with a combination of ProBuilder objects as well as Unity primitives. The doors can be opened by physically pushing them using Hinge Joints. Lanterns light up the town using light probes and flame particle systems.

The First Floor

The structure of the tower itself is a pipe used from ProBuilder. When entering the tower, the player will be met with a platforming puzzle which contains a simple single-state animation for the final platform which moves across, back and forth. Two torches made with point lights and particle systems to resemble flames light up the room.
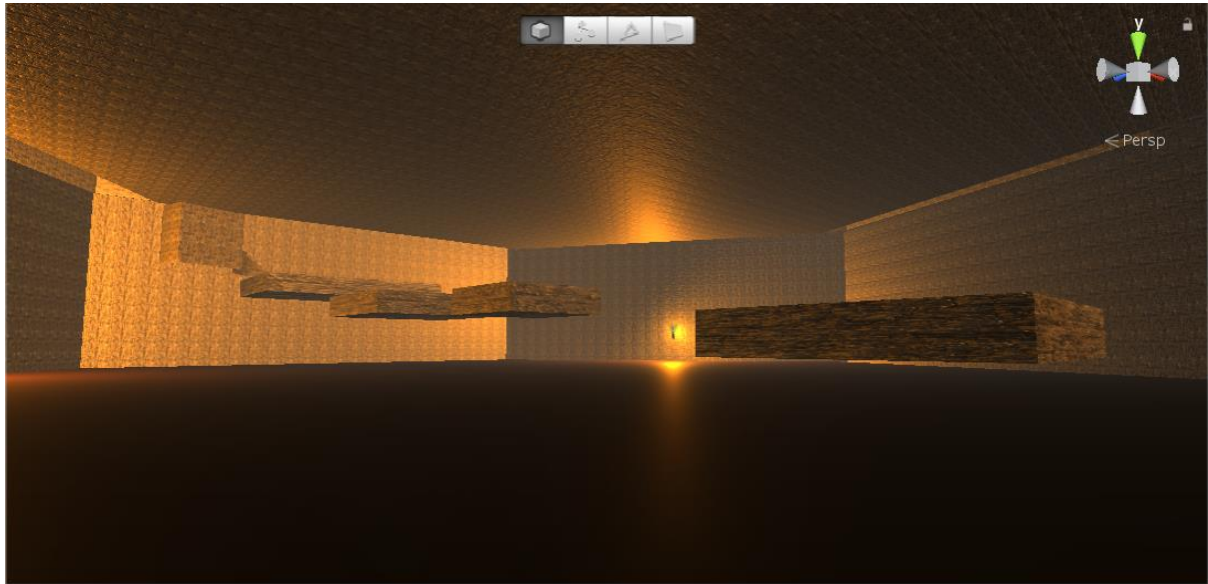

The Second Floor

Once the player has completed the first floor and go up the stairs to the second floor, they'll be met with a patrolling golem that will follow the player if they get to close using NavMesh agents, as well as, enemy chase and patrol scripts. The player will have to get past the golem to get to the final floor.
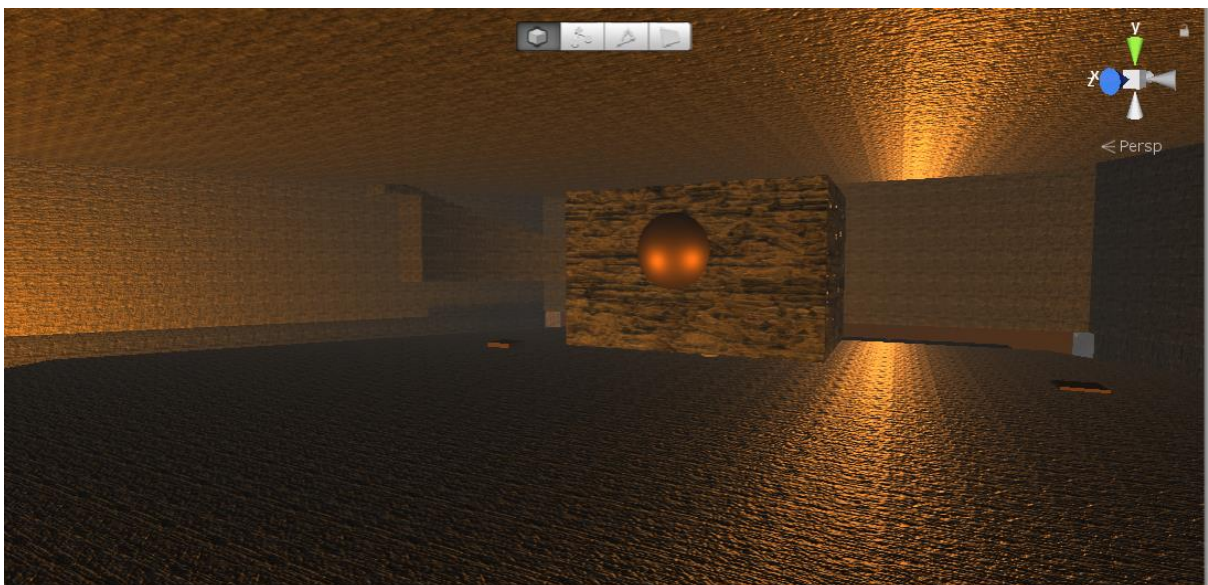
The Third Floor

I found a picture on pixabay and used it to represent the alchemist, staring at the player as they progress more floors. The picture is an emissive material.
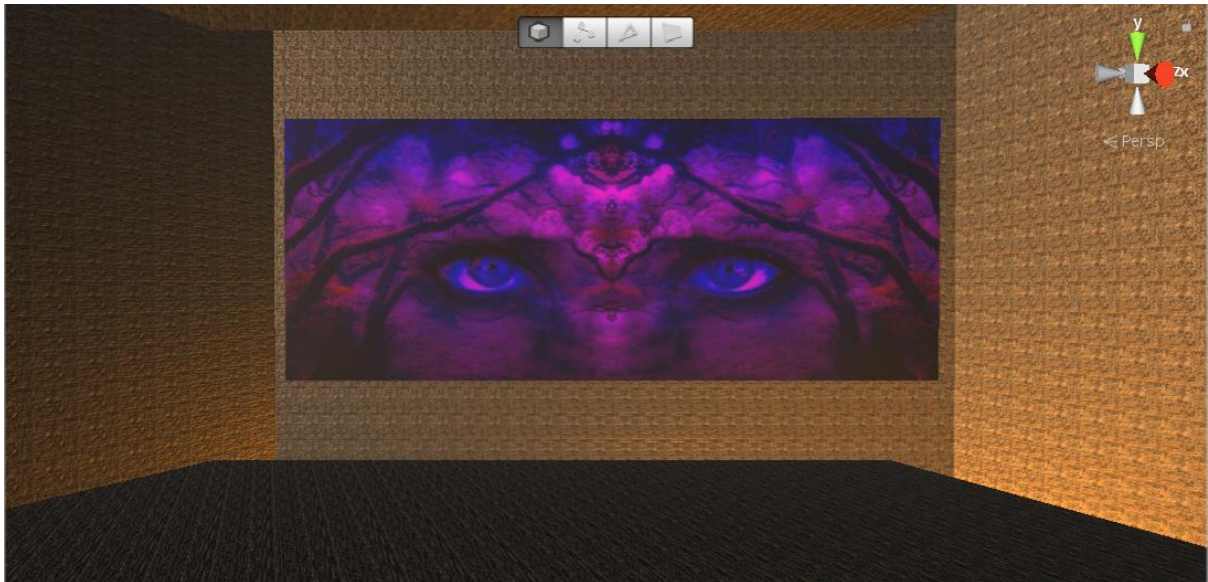
Challenges and Changes

Initially, I wanted to make the tower and castle with hallways and intricate designs and generally make it more complex, however, I decided to make the floors travel horizontally upwards which I prefer overall as the tower looks daunting when viewed outside. Additionally, I planned to give the enemy animations, yet, making the enemy a giant block of stone with an eye appealed to me so I kept it.