

Game Description

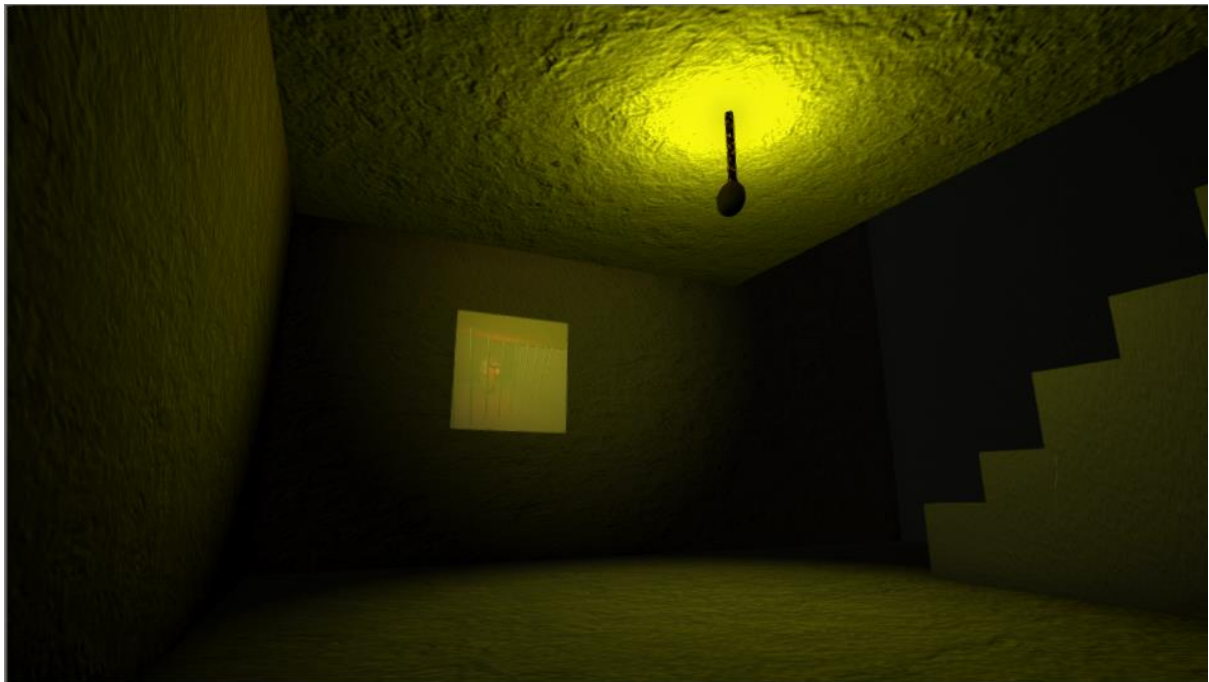
Ethan Schock (45970726)

Marks claimed:

- FirstPerson Controller (included in the 50 for indoor and outdoor)
- Indoor section made using Unity primitives (25%)
- Textures on the indoor section (5%)
 - with Normal Maps (5%)
- Use of multiple cameras (10%)
- Direct light sources beyond the Directional Light (5%)

Indoor section

The indoor section is comprised of unity primitives with textures and normal maps as well as a light source other than directional light and a quad using a camera feed to display as a tv.



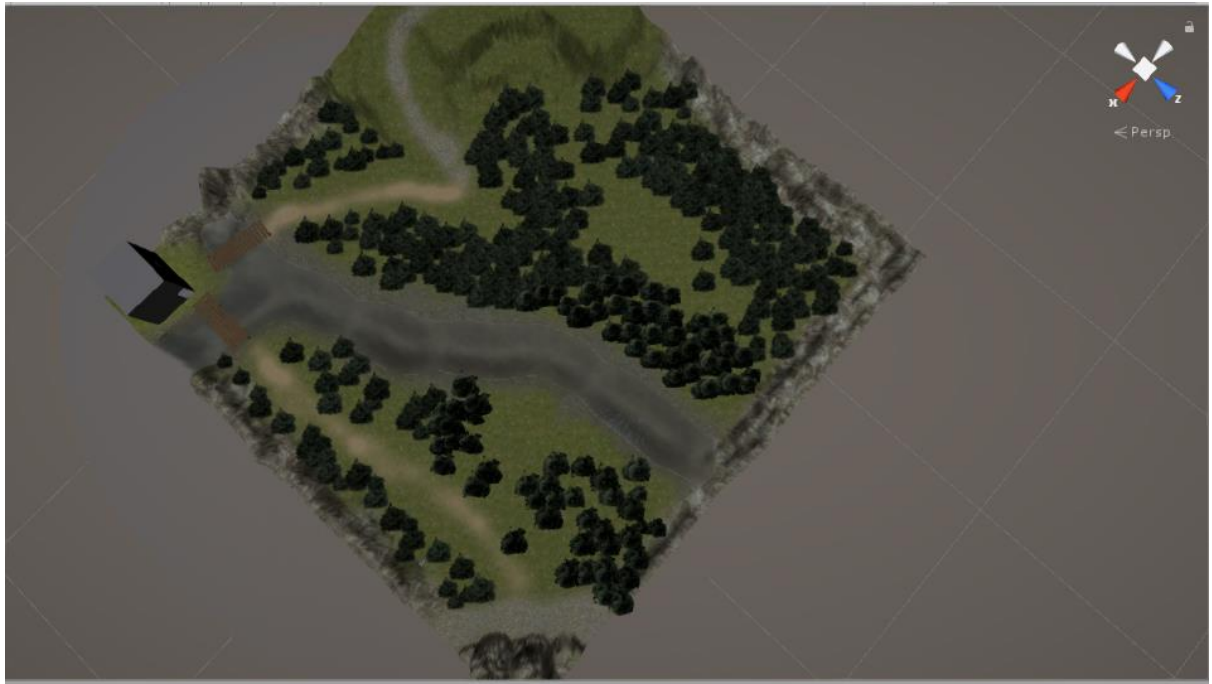
-Outdoor section made using the Terrain editor, including textures, trees, grass and water (25%)

-Appropriately applied effects via a post-processing stack (5%)

The Outdoor Section

The outdoor section consists of a textured forest area with grass billboard textures, trees, water and bridges. The FPS controller camera has vignette, ambient occlusion and anti aliasing post processing effects applied onto it.





- Particle Systems (10%)
- Use of NavMesh Agents (5%)
 - patrolling and chasing (5%)

Particle system and ai

There are 2 “creep” ai. One patrols between 2 points on the road leading to the house and the other chases from inside a cell in the house. Both have particle systems and light emissions in their eyes.



chase



Patrol

Challenges/changes

I wasn't able to implement a lot of game mechanics I wanted to, such as survival and item pickup, as they were overly complex. Many objects such as the house that was intended on the hill, car objects and some camp objects. I am proud of the terrain design and overall aesthetic of the level, I feel it hits the horror feel pretty well. The same goes for the creep enemies, I feel they are definitely creepy.

Assets Used

Postprocessing Stack by Unity Technologies

Probuilder by Unity Technologies

Standard Assets by Unity Technologies

