

# WMEC111 Unity Assignment

Alireza Emadzadeh (44164300)

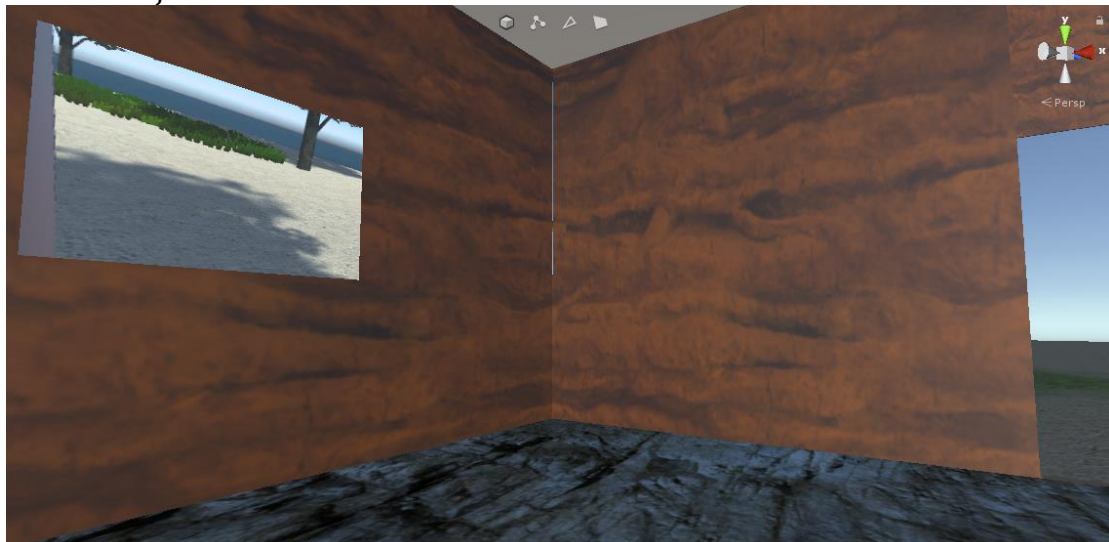
## Terrain

For this game design I created an island. There are mountains, trees, grass, the sun and water which are created for the island. For the sun I put animation which means we have day and night mode. And also I created wind zone for the trees.



## Houses

There are some textures and materials for both houses. For the first house I made stairs from Probuilder and the first house there is a projector which shows a moving security camera. The second house there is a dog and the dog is created with 3D objects.



## The Flare

To guide the player two red light and particle system were created in outdoor environment.



### **CCTV-Camera**

I created a security camera which moves and the movement of the camera shows in a screen in the first house.



### **Dog**

I made a small dog and the dog has a NavMesh. When the player enters the second house, the dog follows the player.



### **Challenges**

One of the Challenges that I faced is the NavMesh part because when I press bake button, the blue area appears in whole Terrain.