Marks Claimed

Indoor section made using Probuilder and Unity primitives (25%)

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

Textures on the indoor section (5%)

With Normal Maps (5%)

Direct light sources beyond the Directional Light (5%)

Use of emissive materials (5%)

Particle Systems (10%)

Simple, single state animation (5%)

Use of multiple cameras (10%)

Use of NavMesh Agents (5%)

Total marks claimed 100%

The House

My house has a light in it, with textures and render Texture that reflects the outer space, textures on walls, floor, roof and a lamp. It also has a render texture that suddenly appears. A grassy pathway that leads to the door.

The Terrain

I made my terrain to be sand base and a Rocky Mountains, surrounded with tress and little grass. I also added a Red water lake that represents danger. A sun was also added rotating to make a soft shadow.
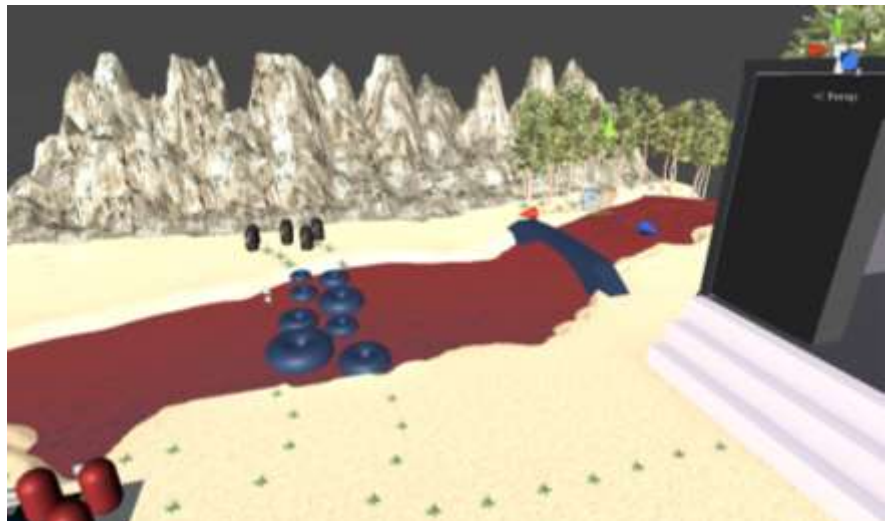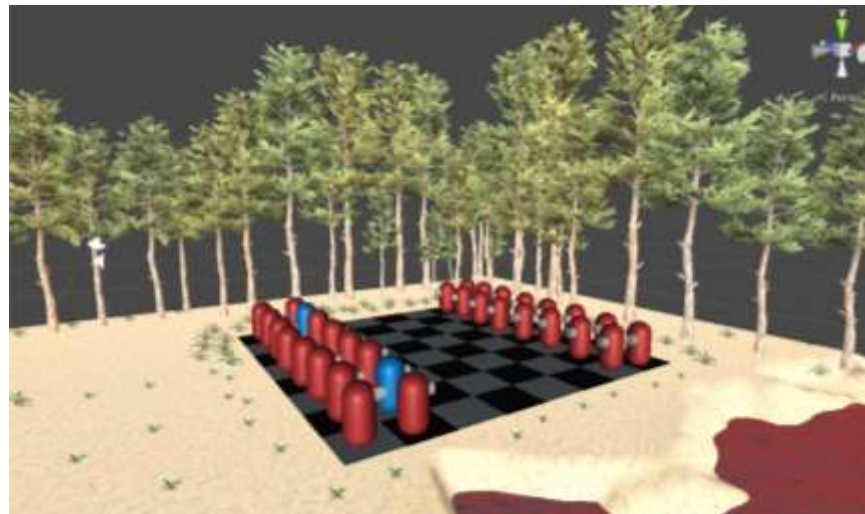

The Enemy

I made a group of enemies to follow the player when passing to the other side using the donuts and going close to them. They have NavMesh and enemy chase script.
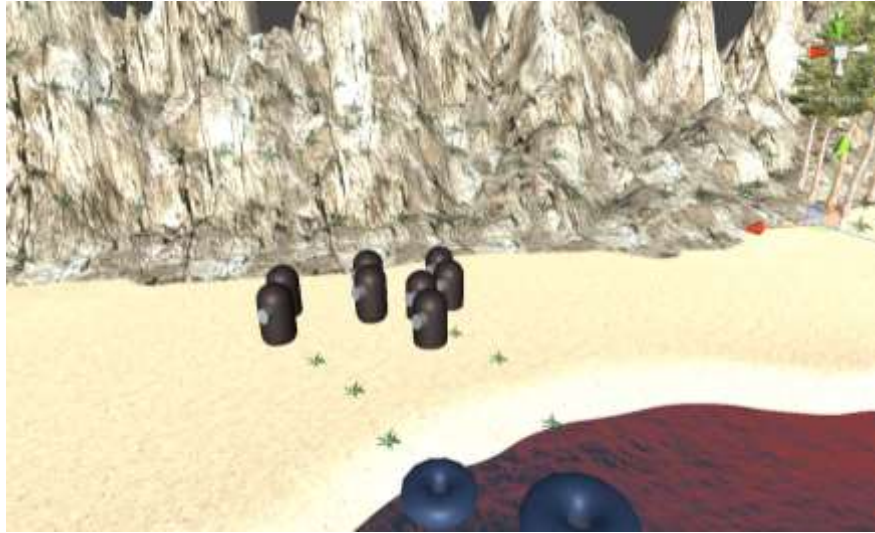
PlayGround

I made a little Chess Board game that blue characters have NavMesh to move from a point to another. A path was made when passing from the donuts that can be lead through Fern little grass

Assets used:

Terrain Assets by Unity Technologies.

Github Desktop