

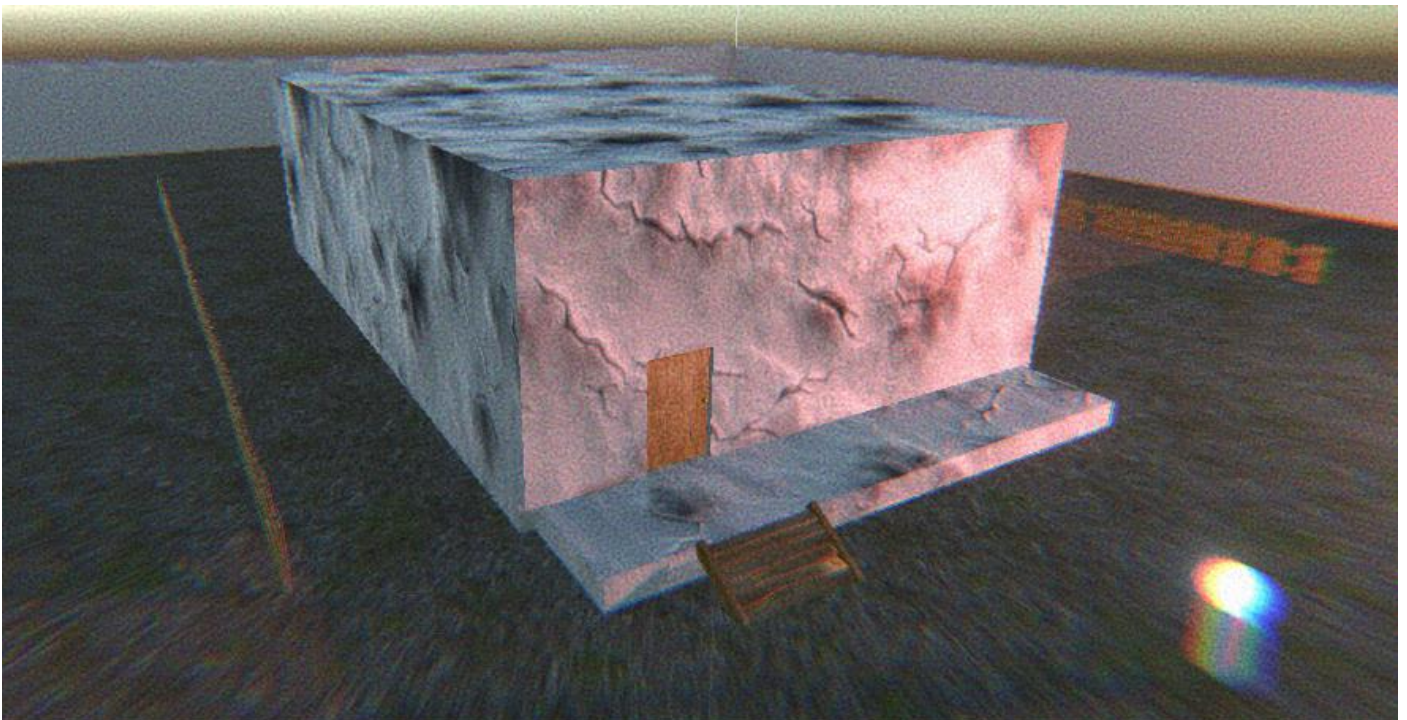
WMEC111 Final Unity Assignment – Patrick Macalindong 46006249**Marks Claimed**

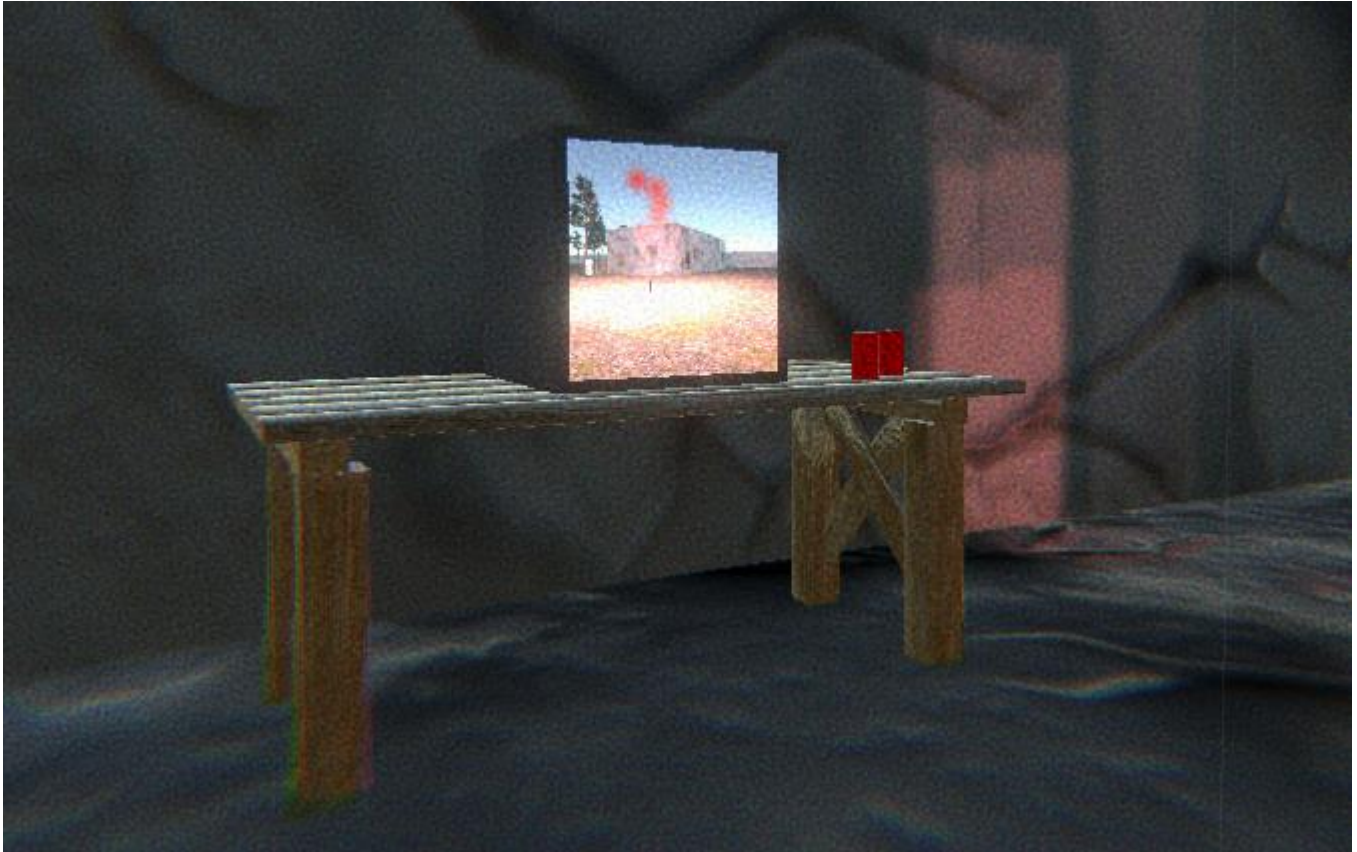
- Outdoor section using Terrain that includes trees, water, grass, hills, textures (25%)
- Indoor section using ProBuilder and Unity primitives (25%)
- Appropriate textures on the indoor section (5%)
 - With normal maps (5%)
- Particle systems (10%)
- Direct light sources other than Directional Light (5%)
 - Emissive material (5%)
- Use of multiple cameras (10%)
 - Render texture
- Objects controlled by physics (5%)
 - Using joints (5%)
- Post-processing effects (5%)
- Use of NavMesh Agents (5%)

Total Possible Marks: **100%/100% (capped)**

Abandoned House

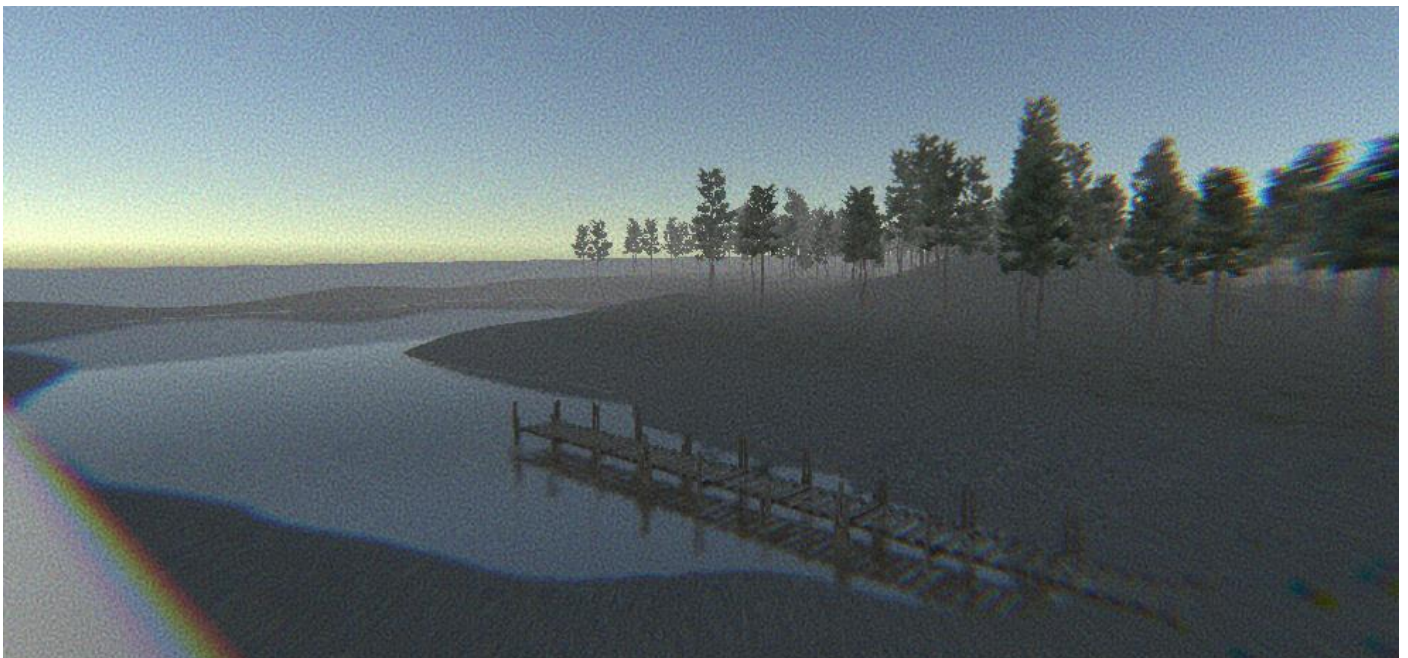
The abandoned house has a cracked texture that contains a normal map all over, that contains stairs leading to the front door that is physics based with a hinge joint with a texture that also has a normal map, and inside contains a table with a TV that has a render texture with a camera pointing at the house.





Terrain

The terrain features a grassy forest surrounded by a barrier wall with fog, it is also evening/night time (made brighter to show details) with the player equipped with a torch to navigate the forest that can be toggled with right click. The forest also features a lake with a pier and the house.



Enemies

The enemies are human like in appearance, with a capsule body and a sphere head that has an emissive texture that makes it appear glowing white. The enemy has a set range to chase the player and when touched, the game resets.



Flares

The flares contain a particle system that provides the red smoke, a point light to provide the glow and a cylinder for the body of the flare. When picked up by the player, the player will gain a point out of a maximum of 5 points in order to win.



Challenges and Changes

There weren't many changes from the initial game design document, and I was quite pleased on how this project turned out. I managed to implement the game mechanics through scripts, that I found and modified or made myself, which were difficult since I had limited knowledge on C Sharp. Another challenge I faced was with the ProBuilder tool, since some of the structures I made ended up breaking a bit, such as one of the doors of the abandoned house. I also planned to put more ambient sounds, but I had limited time to do so.

Assets used

Cracked Seamless wall texture and material by Shmel Studio on Asset Store

Simple Wooden Bridge by Warkarma on Asset Store

Wood Set Pieces by Eternal Echoes Entertainment on Asset Store

Standard Assets by Unity Technologies on Asset Store

Post Processing Stack by Unity Technologies on Asset Store

ProBuilder by Unity Technologies on Asset Store

Flashlight Script from JokerAlex on YouTube