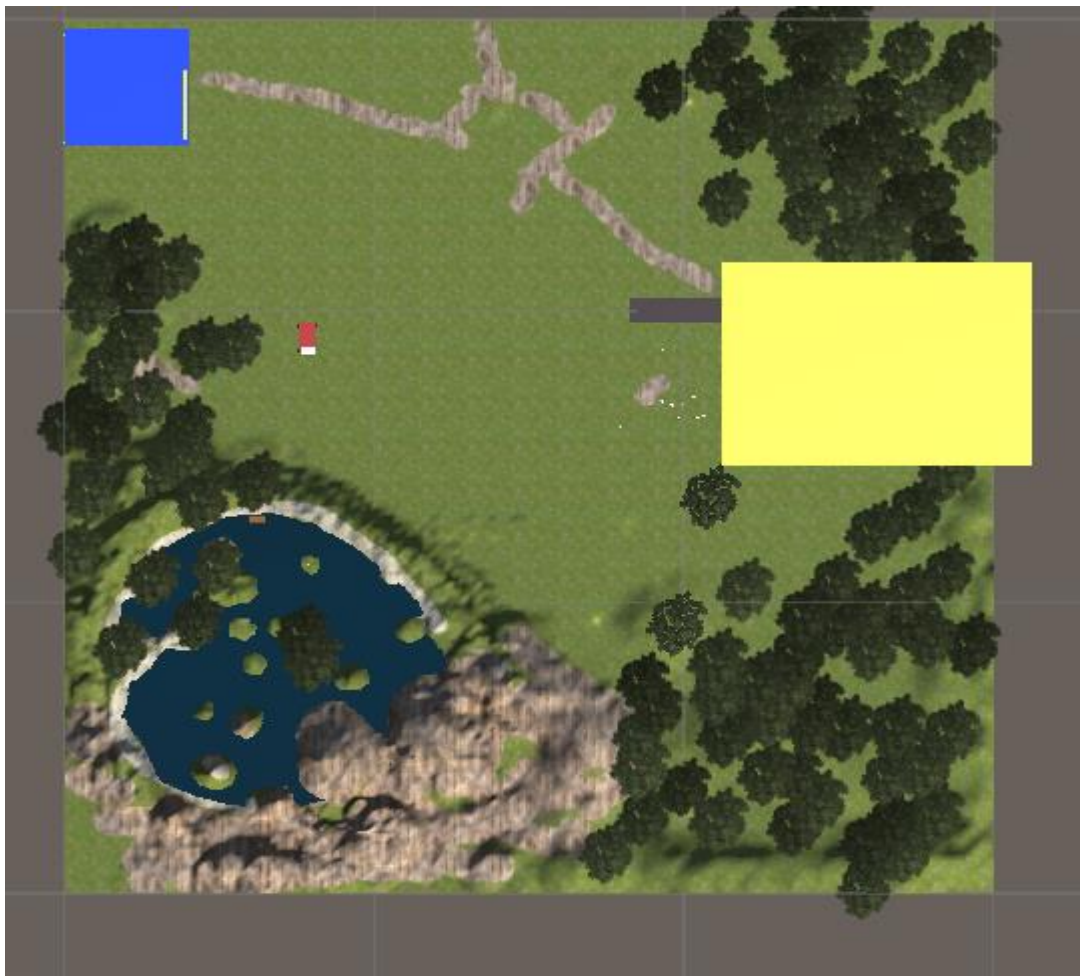


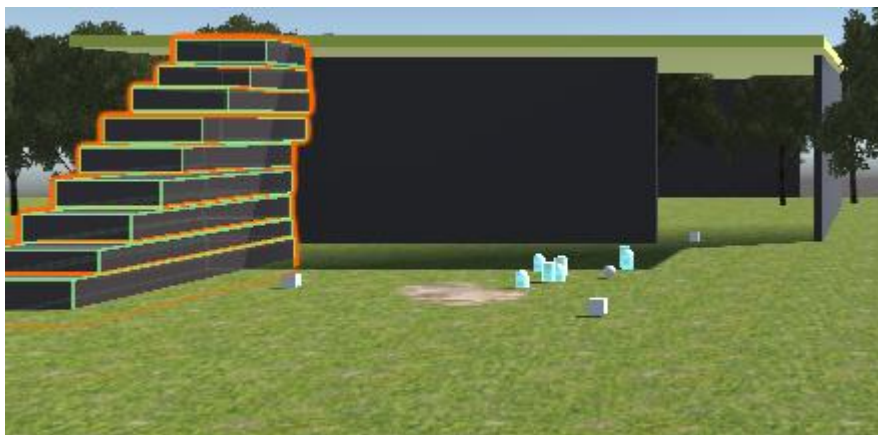
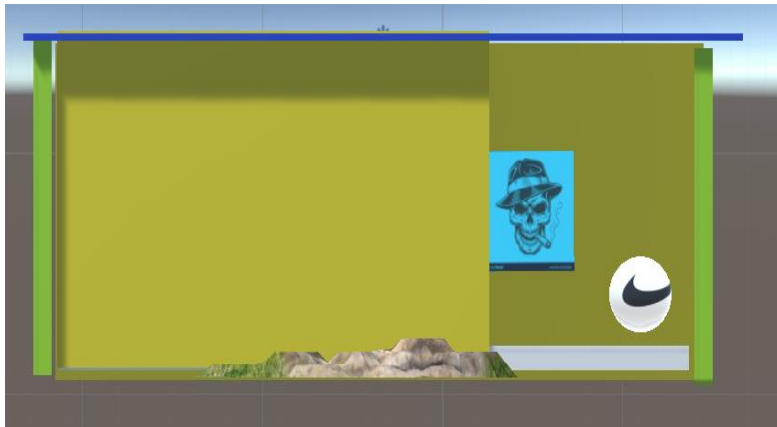
Description

My unity game projects are basically chasing the player by all others objects. I have used a terrain, rain, fire, lighting on the roof, water, wind zone, trees, quad, enemy chase.

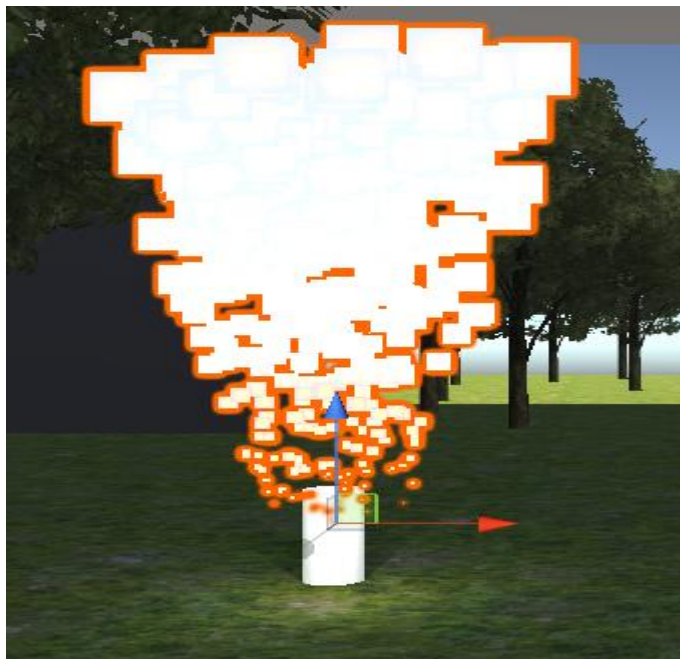
The size of the **terrain** is pretty huge it's size is 300,300. It includes, mountains, house, trees and lakes.



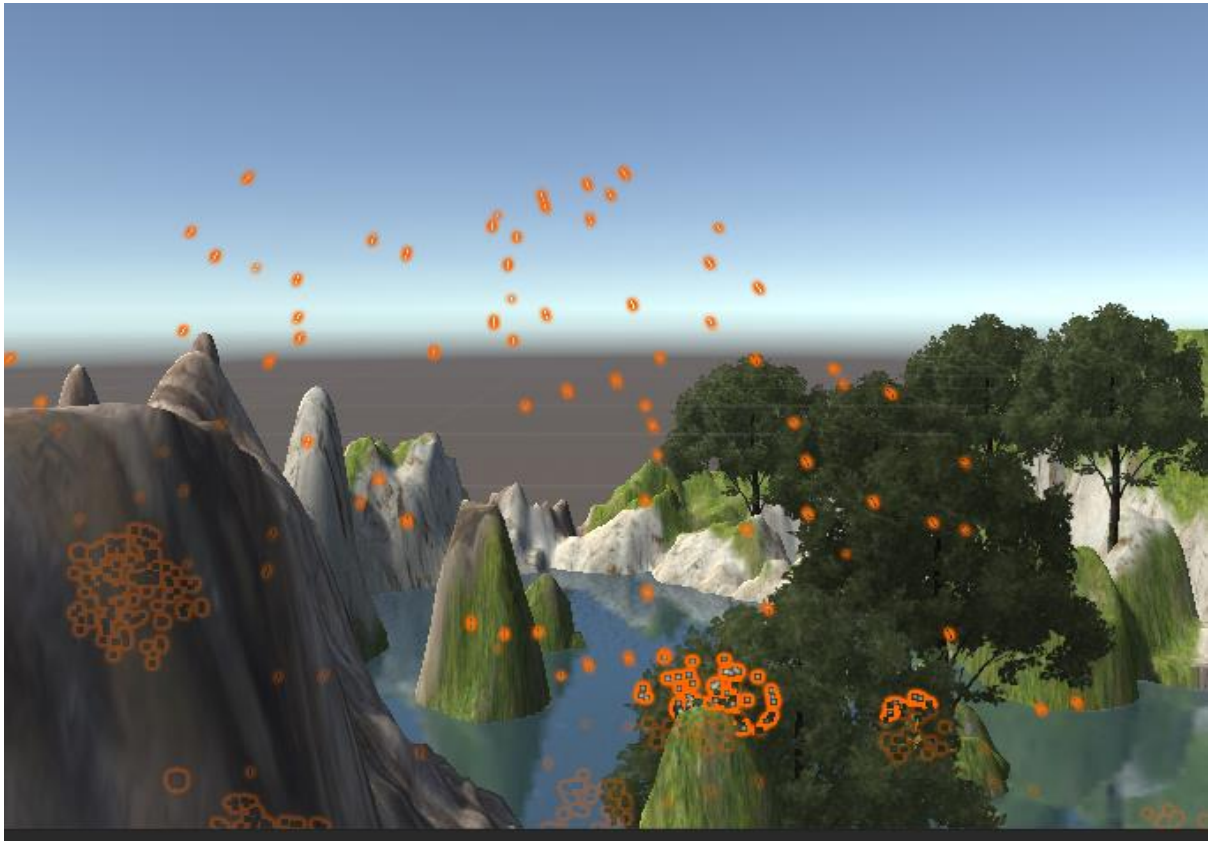
I have built two **house** one of them is normal while other include fire as well and texture. I have called one house as a dark house I meant to build as old and dark.



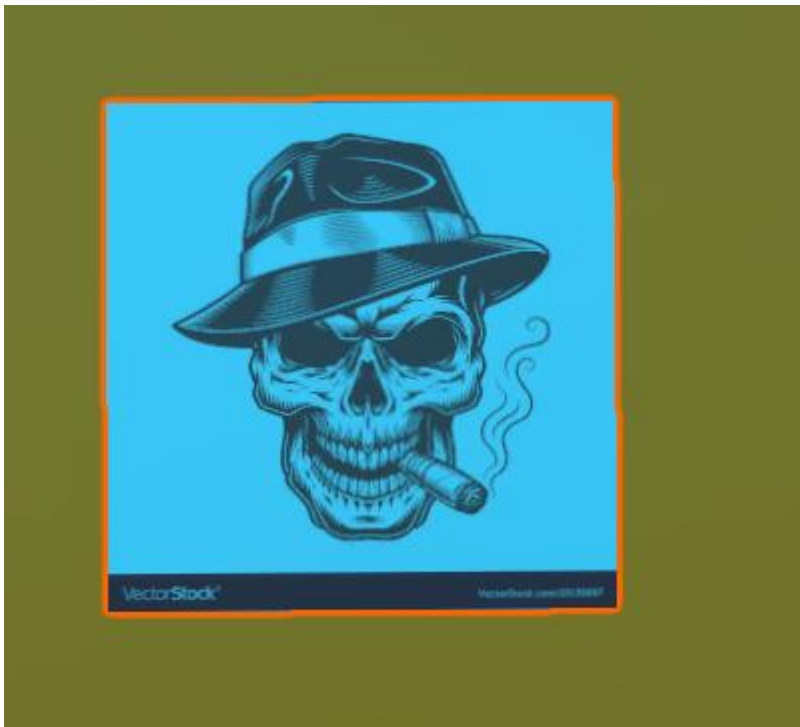
I have made **fire particles**.

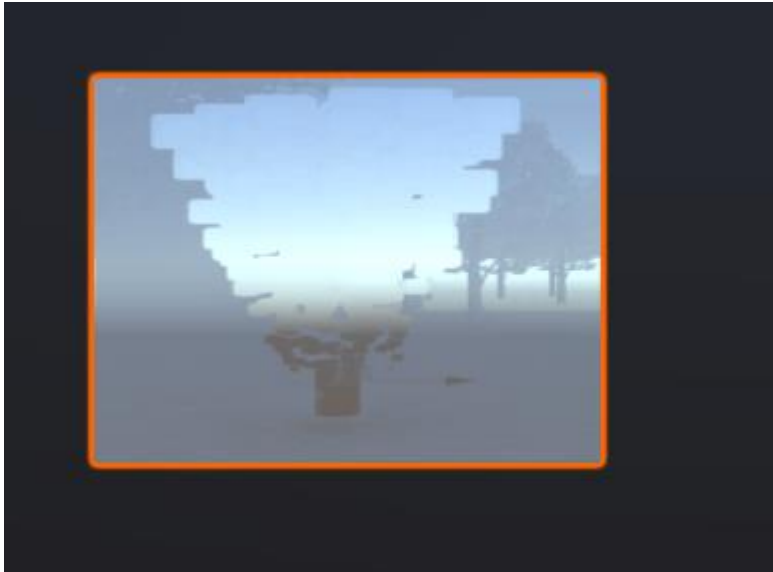


I have made a **rain** as well.



I have also made a **quad**.



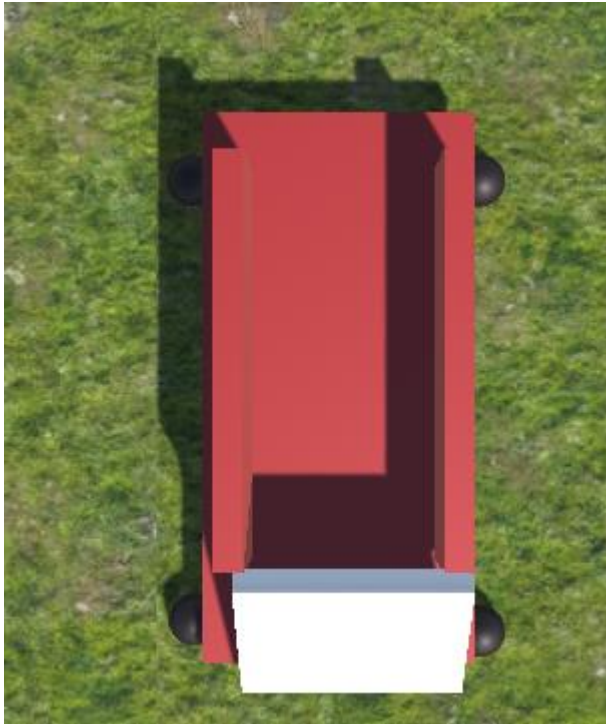


I have also made a **boat** in the lake which will chase me if I am on the lake.

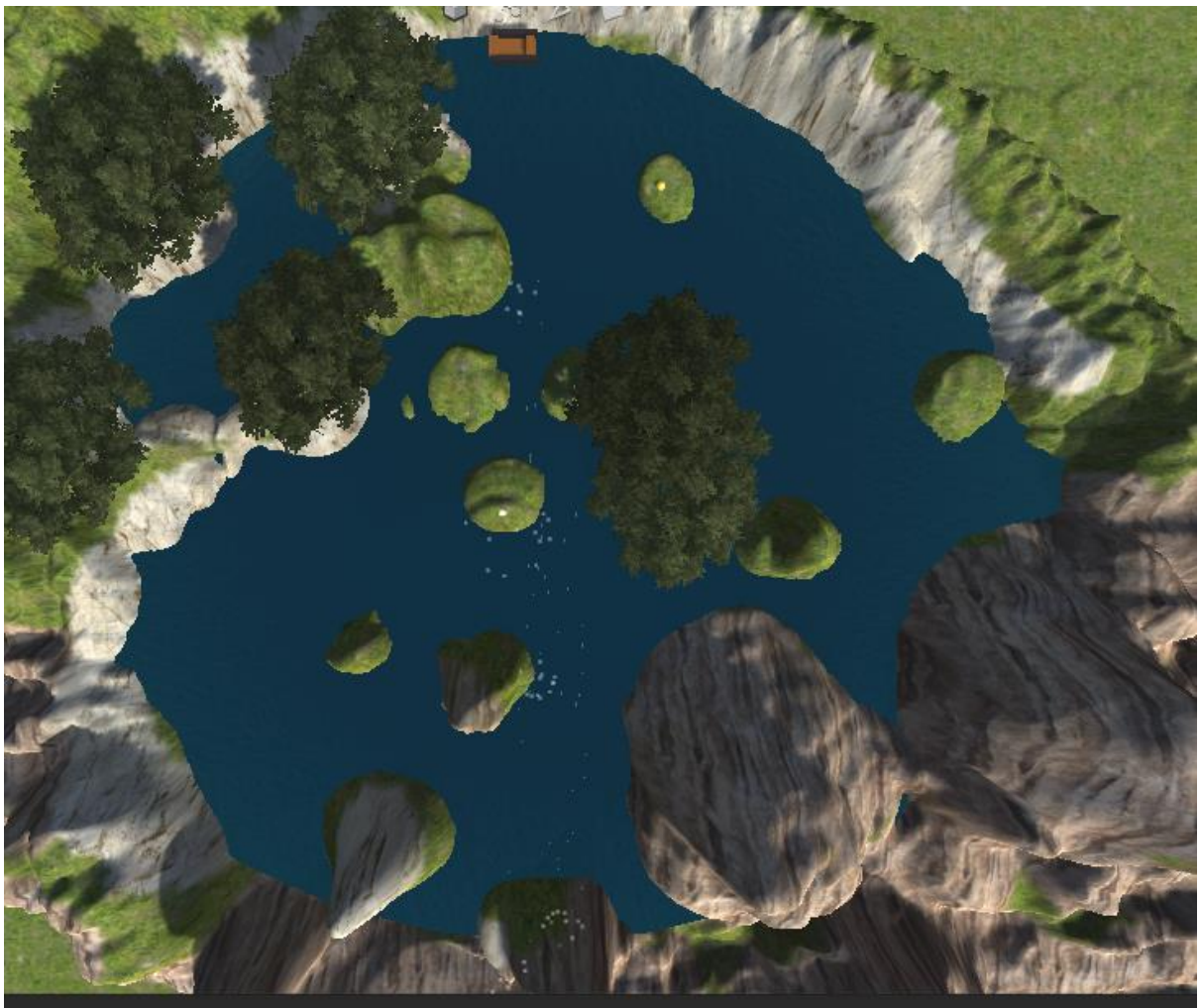


I have also included **player** which chase me down every time and as well as **car** which will chase me every time.





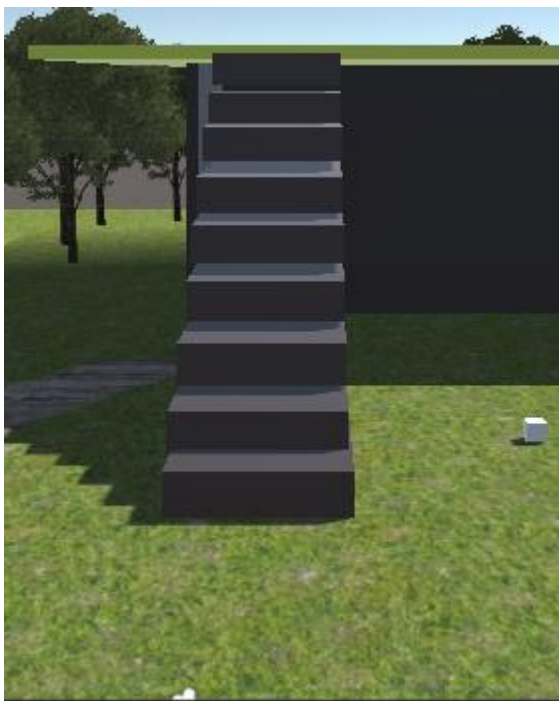
I have made a pond between the **mountains**.



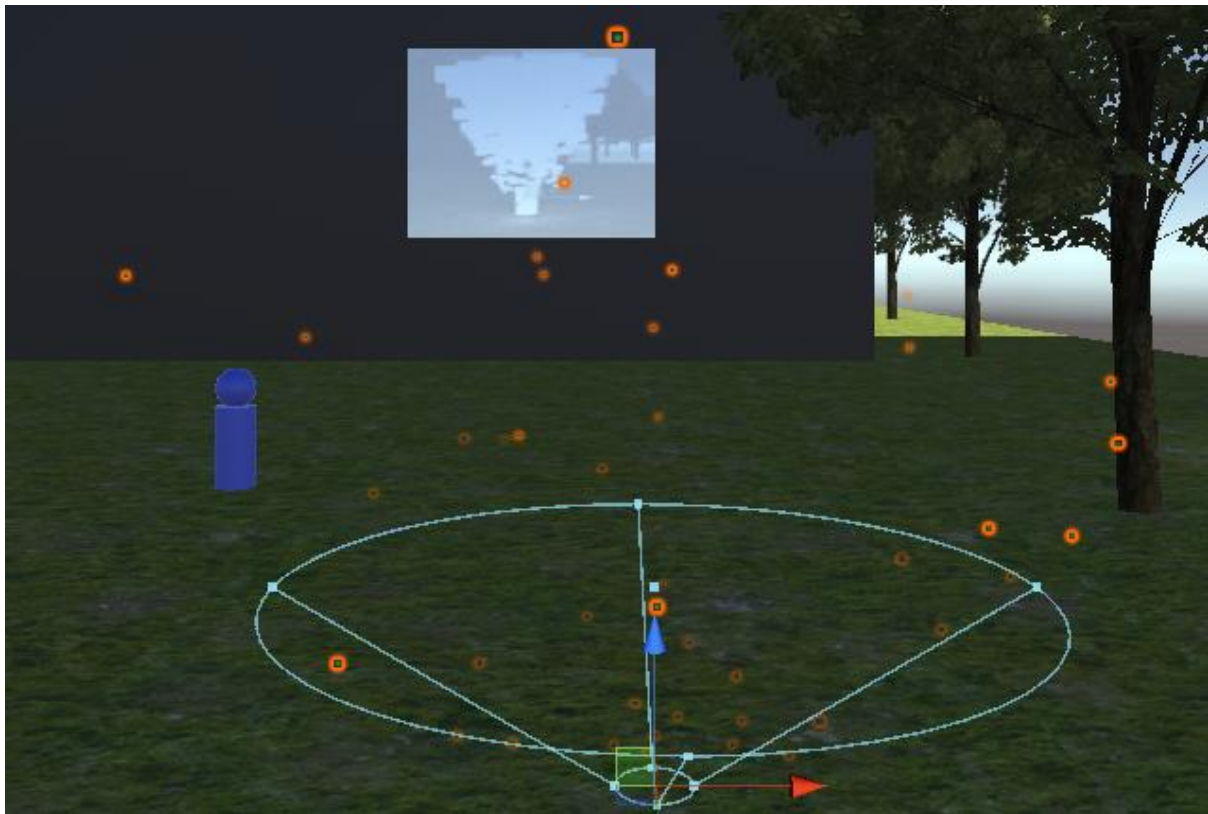
I have made a **goal** which player should get it in order to complete a game which is in the middle of the pond.



I have made a **ladder** in the dark house.



I have built **textures** in the dark house as well.



Use of **3D** text...



Challenges and changes

There were lots of challenge in order to make this game scene. I was not really being cope with this unity game. I had lots of trouble for planning and making things happen in the scenario. However, the assessment was nothing more than the activity of the practical classes. We just had to use all the ideas we learnt during our practical class.