Terrain

I created terrain with a mountain that is rocky and that contains a water pool on the floor of the mountain. There are platforms for people to jump on to progress to the maze on top.
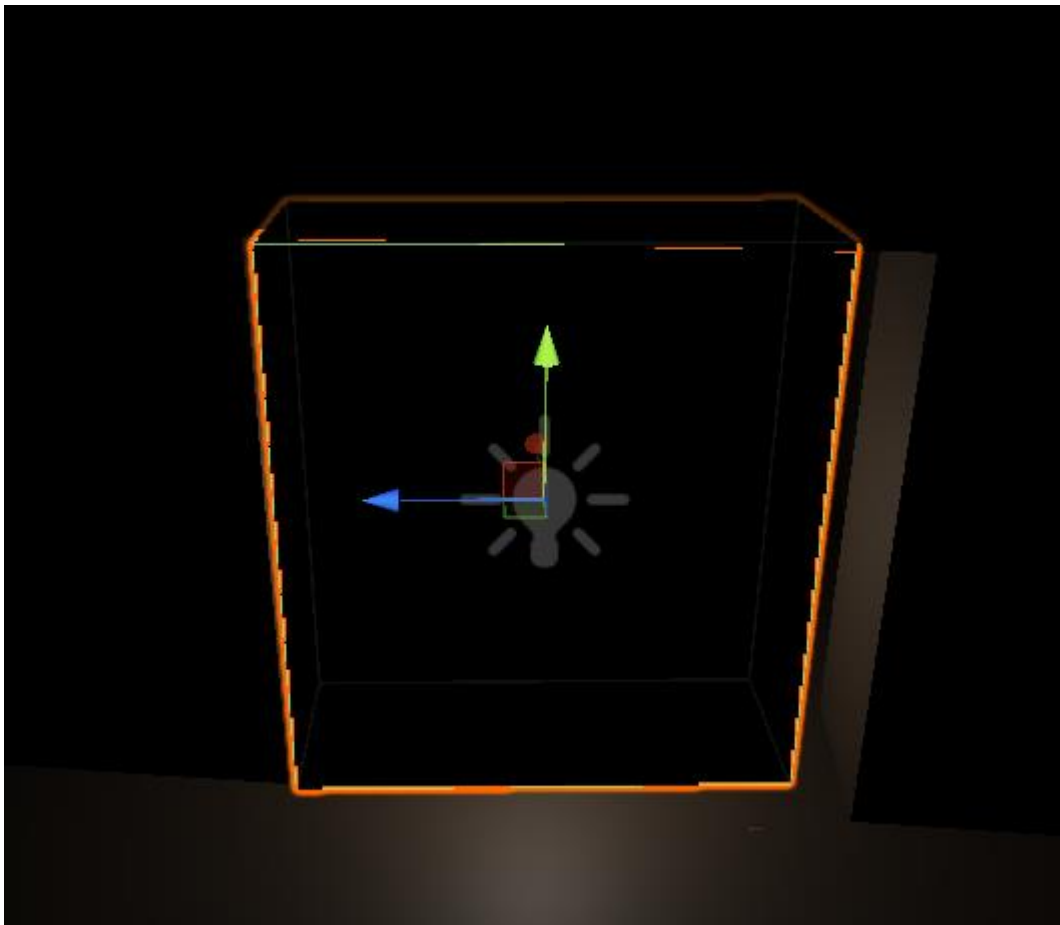
Flame particle

There is a particle system that represents a fireplace.

Multiple Cameras

There is a screen that shows live feed of the parkour course.

Maze

There is a maze that has a door with physics that opens.

Challenges and changes

The project is rather empty due to losing data on 3 separate occasions. The project concept follows the game design document.

Assets Used

Terrain Assets by Unity Technology