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# Game Design  Report

Final Unity Assessment

## Indoors Section - The Detention Centre

The indoor section of the game which is the detention centre **doesn't** include lightning due to wanting to reflect a gloomy mood.

There are 2 prisoners (created using **NavMesh techniques**); One that wonders on its own and one that follows you in a friendly obsessive manner.
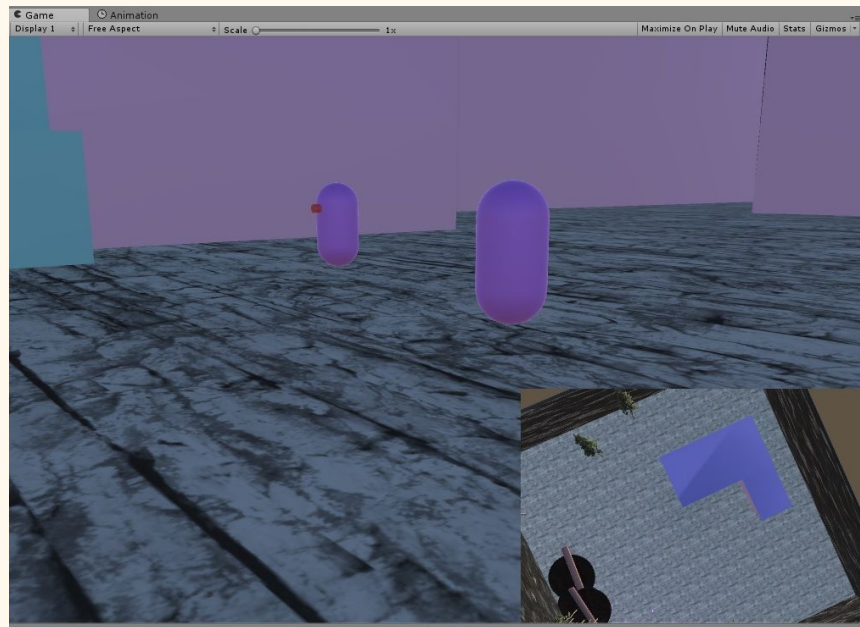
The walls include coloured textures and stairs (also with textures) used with **probuilder.** The door aso interactivity mods so it opens when we push it
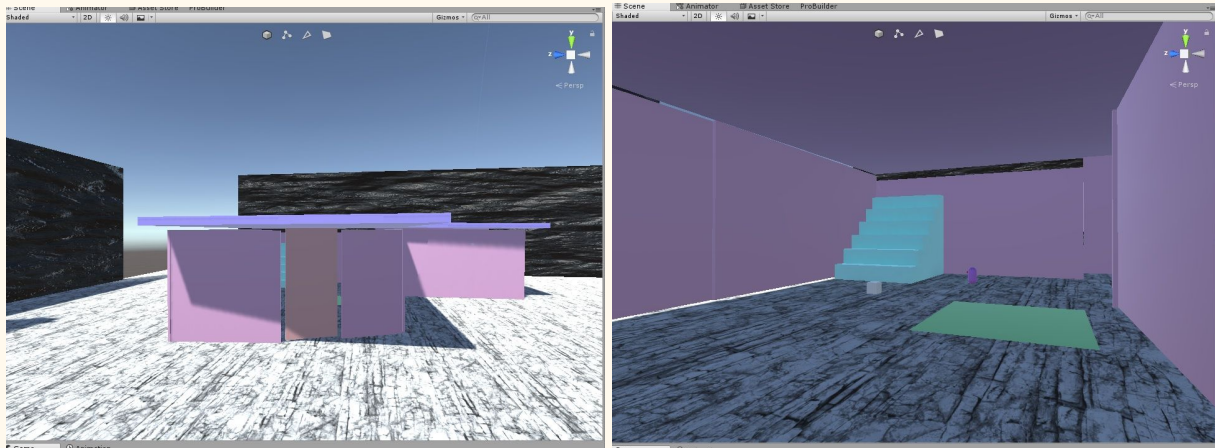


## Outdoors - Border Patrol and Wall

A terrain was built with the tools provided. Mountains (which are climbable), trees, water and grass were also added. Wind additionally was added as well. A massive terrain was used to give the feeling of a spacious border patrol.
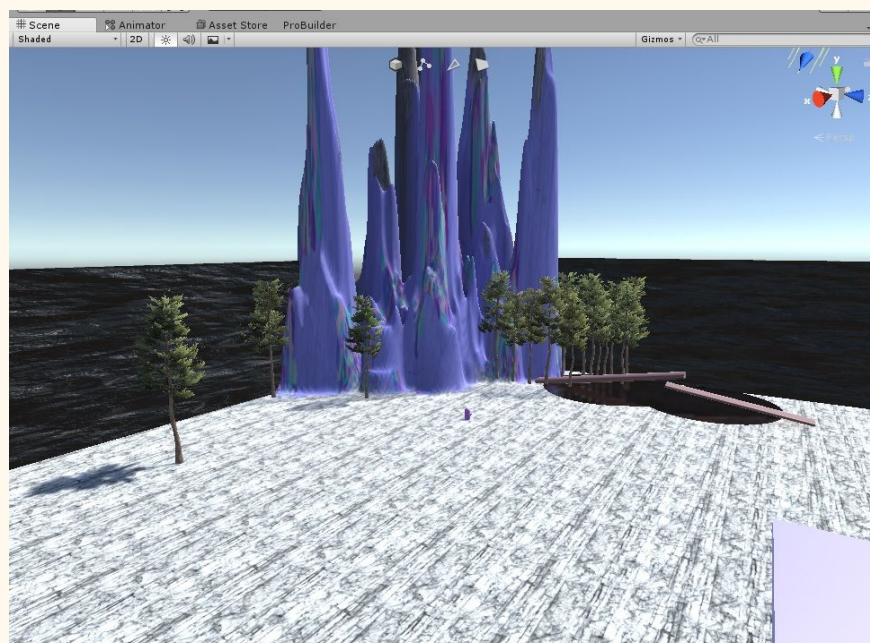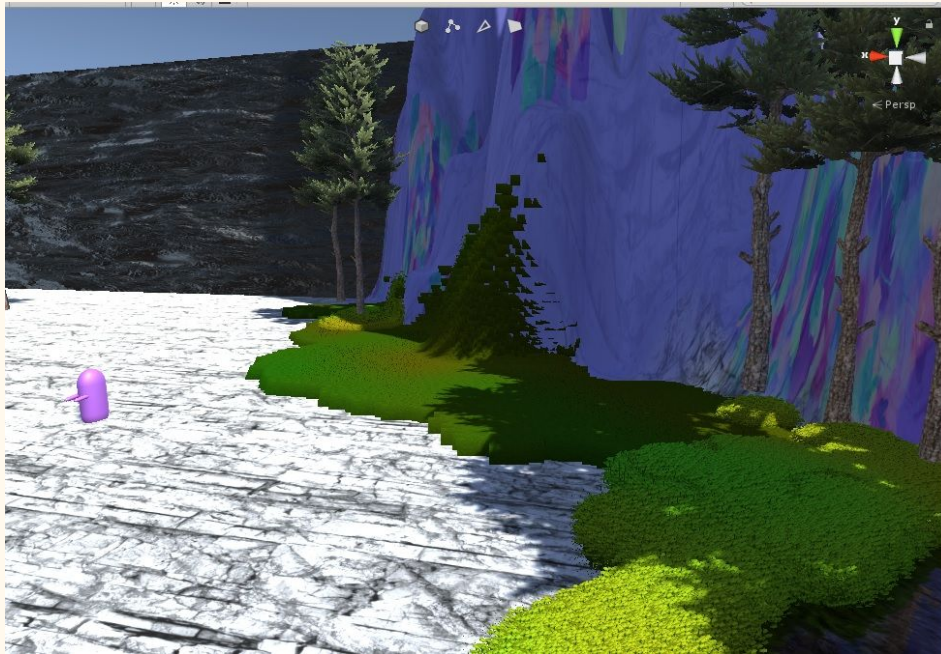
Interactivity was added for the Immigrant near the mountain base to run away from us when we approach them.

3D objects such as <u>cubes</u> were used to build the wall and <u>cylinders</u> was used for the logs by the ponds for the player to be able to climb onto.

Background music was added to create an emotional setting.

Directional lightning was added and animated to replicate a day passing by.

Usage of multiple cameras was used to create a minimap for the player to be able to "patrol" the base.
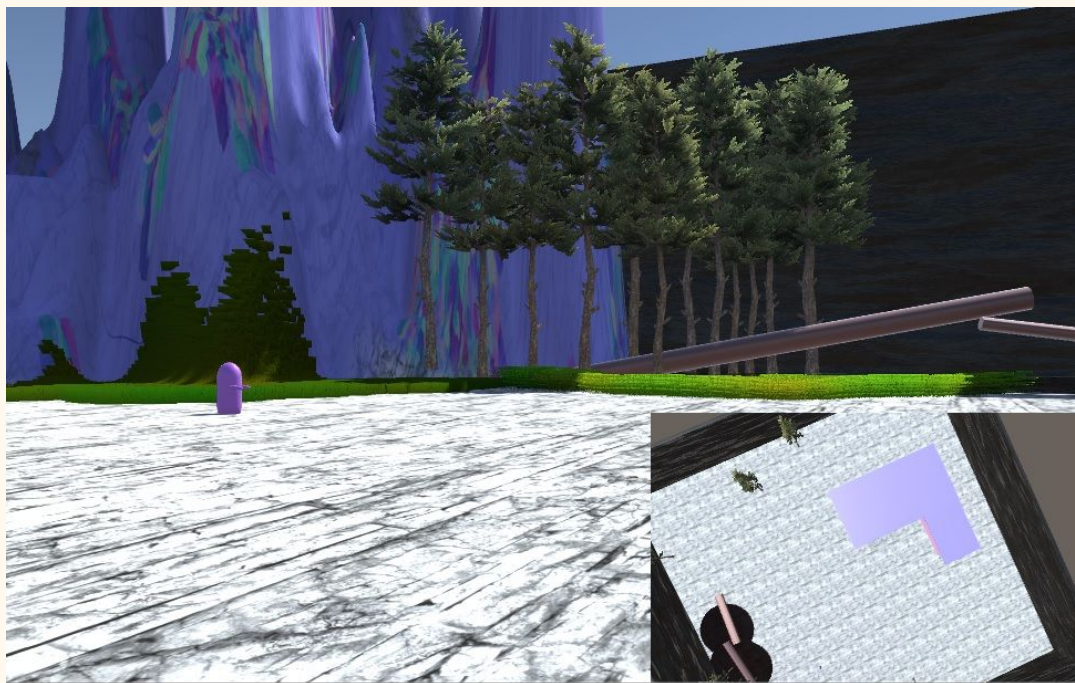


A patrol police car was created with 3D objects as well, it was animated to give a feel as thought was patrolling the grounds.