# WMEC111 Unity Assignment
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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 (add 5%)
- Use of NavMesh agents (5%)
  - Multiple, different types of NavMesh Agents (Such as patrolling and chasing and goal setting) (add 5%)
- Particle effects (10%)
- Direct light sources beyond the default Directional Light (5%)
  - Use of reflection-probes and reflective surfaces (add 5%)
  - Use of emissive materials (add 5%)
- A simple single-state animation (5%)

Total Marks: 100%

Terrain:
My terrain is mainly filled with a grassy/dirt texture and only one corner is just sandy. There is a small river with tall mountains, trees and grass. A wooden bridge to cross the river and the maze is also on top of a mountain. I also added a directional lighting to change from day to night and vice versa. The wind effect and fog makes the game feel more realistic, making it feel like real life scenarios.
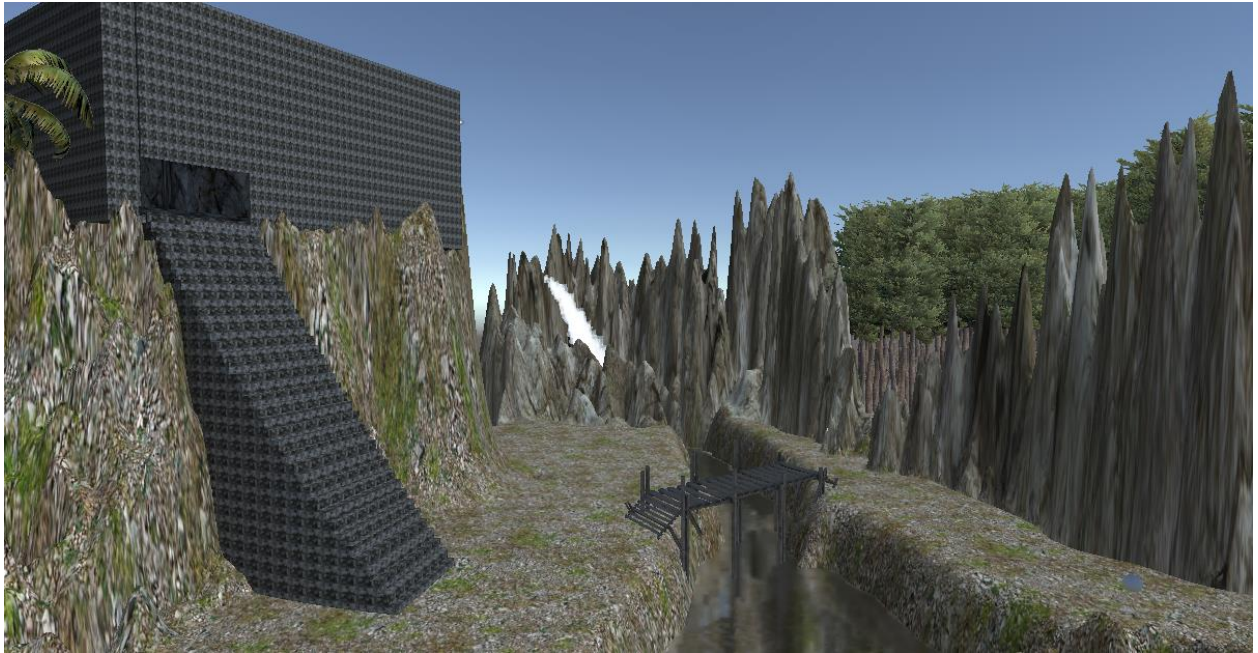
The Maze:

The maze does not have that many lighting, as it is a horror game. The whole maze, including all walls and roof, are filled with textures along with normal maps to make it more realistic. There is also a screen towards the end which shows live security camera footage.
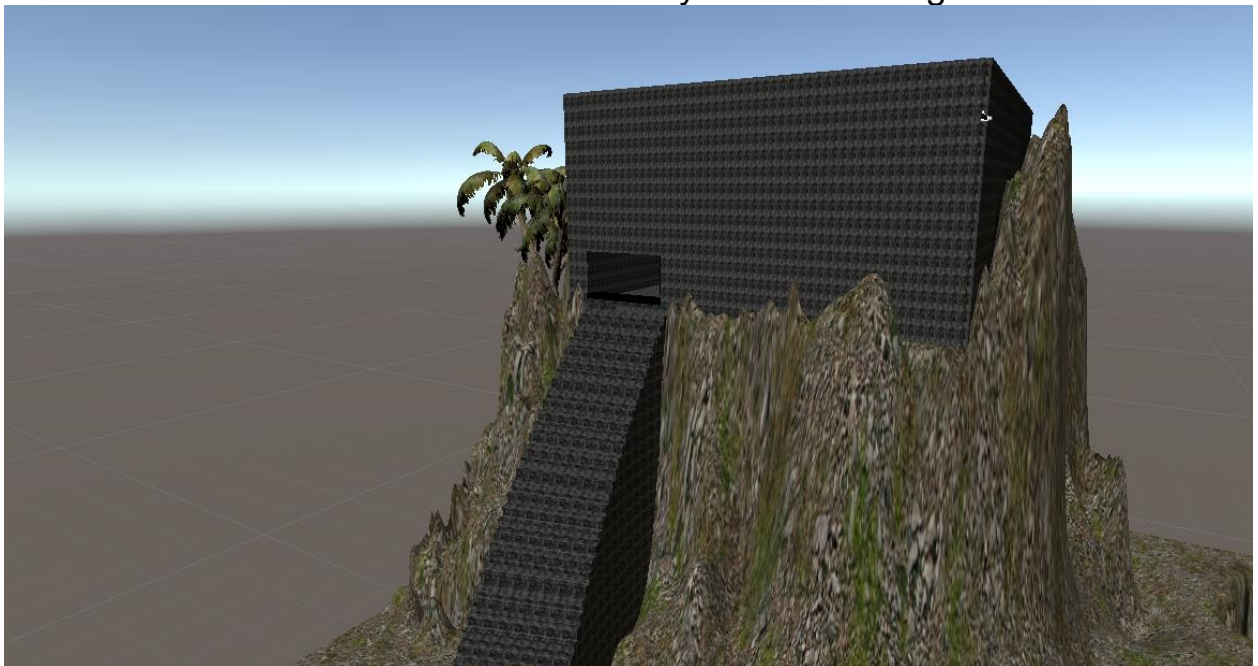
Water Fall:

I created a waterfall effect with the help of the particle system. The river feels more alive with it as there is a source where the water is coming

from.

The enemies:
I made my enemies with a capsule from Unity Primitives. I added a scary face texture onto all of them and weird objects sticking out from their back. All the enemies had different NavMesh applied to them, one for chasing the player, one for patrolling and the last for roaming around a specific area.

Modifications and challenges faced:
My original plan from the start was to create an obstacle horror course where the player had to navigate themselves to the end. They would be faced with different enemies along the way too. However, I stayed away from that idea as I felt it would have taken too long to create.

Overall, I am proud of what I created, keeping the horror aspect from the start was a good idea and it paid off.

Addition detail:
On the first player character model, I added a script which would allow the character to turn off and on their flashlight by using the right mouse click.

If the player looks close enough they could see the camera moving outside of the maze building. It is hard to see but it's colour is grey, moving left and right. The camera is located near the top right corner of the building if faced from the front.

Assets used:
Simple Wooden Bridge by Warkarma
Flashlight script by JokerAlex on YouTube