WMEC111 Unity Assignment

Unit Game Report

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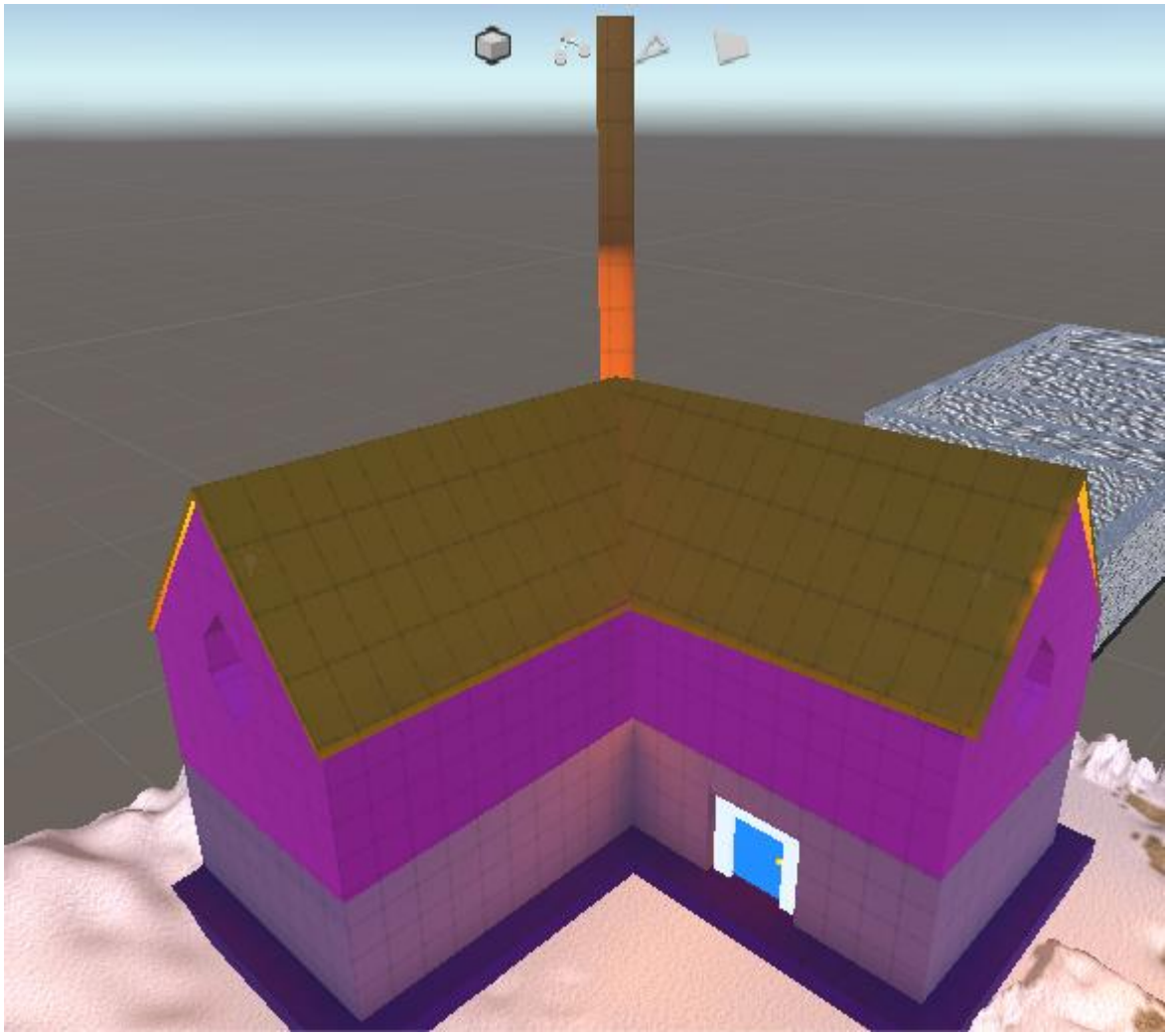
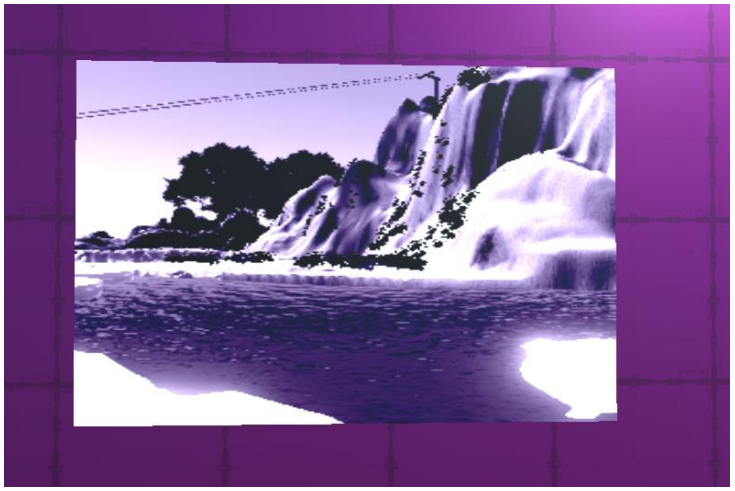
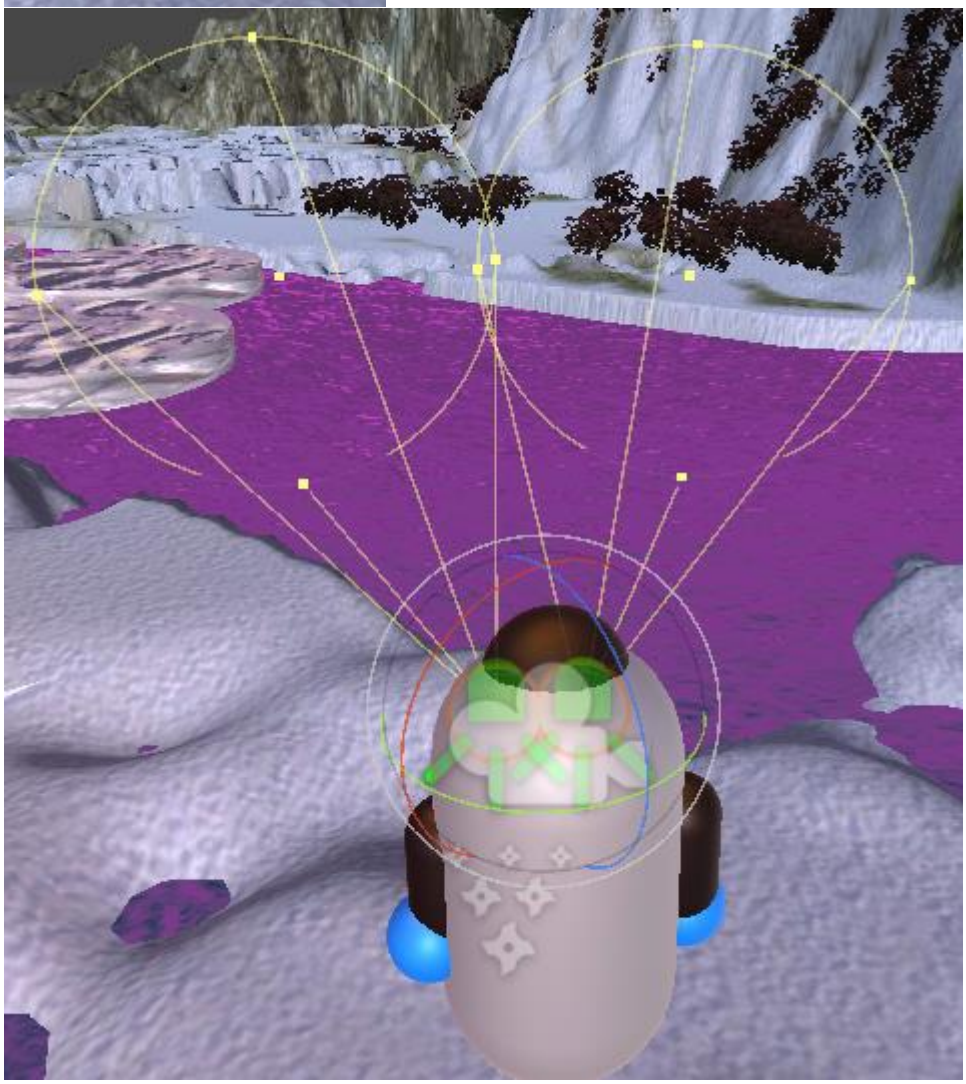
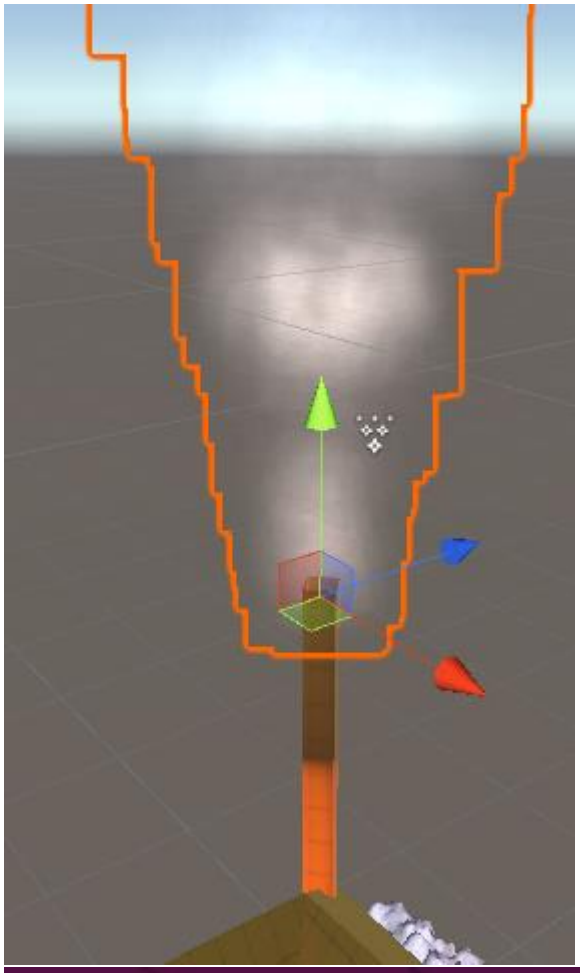
THE HOUSE AND CCTV ROBOT

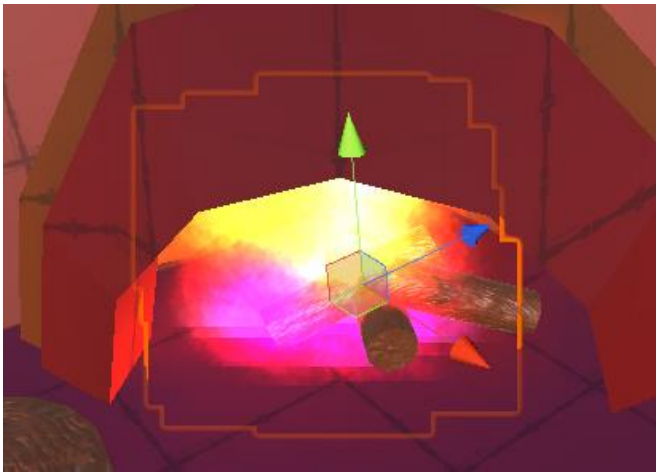
The house has two lights (tube lamps) on the second floor. Architecture of the house such as second floors, walls, roof, stair and chimney are built by ProBuilder. Texture and normal map on chairs. The CCTV screen is an emissive material, with a camera of robot moving around the house and projecting black-white colour by Post Processing through it. I made a CCTV robot with Unity Primitives and a camera. The robot has lighting eyes and a NavMesh on it, and will follow 6 points to monitor and project on CCTV screen. I used particle system to create blue glow(robot), fire, smoke and snow effect. Moreover, I added 'click' script for the door, created a mirror by using reflection-probe and baked indirect lighting.

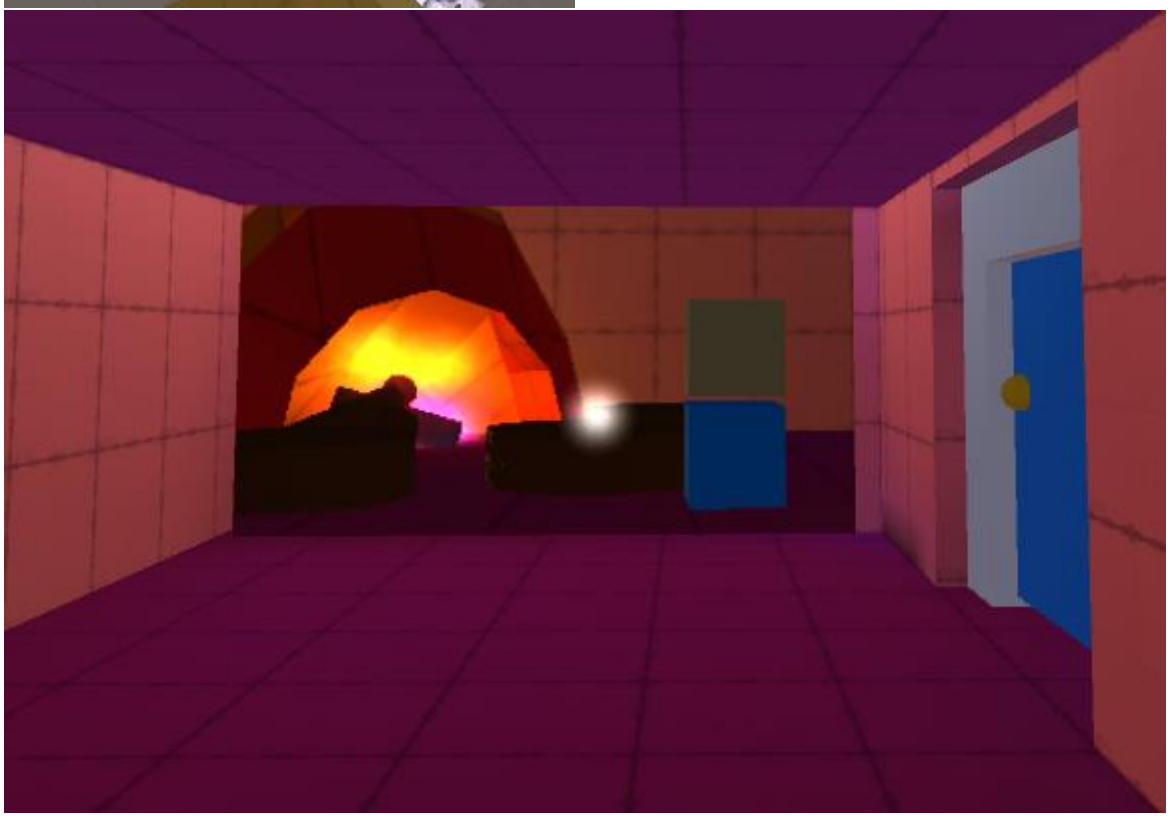






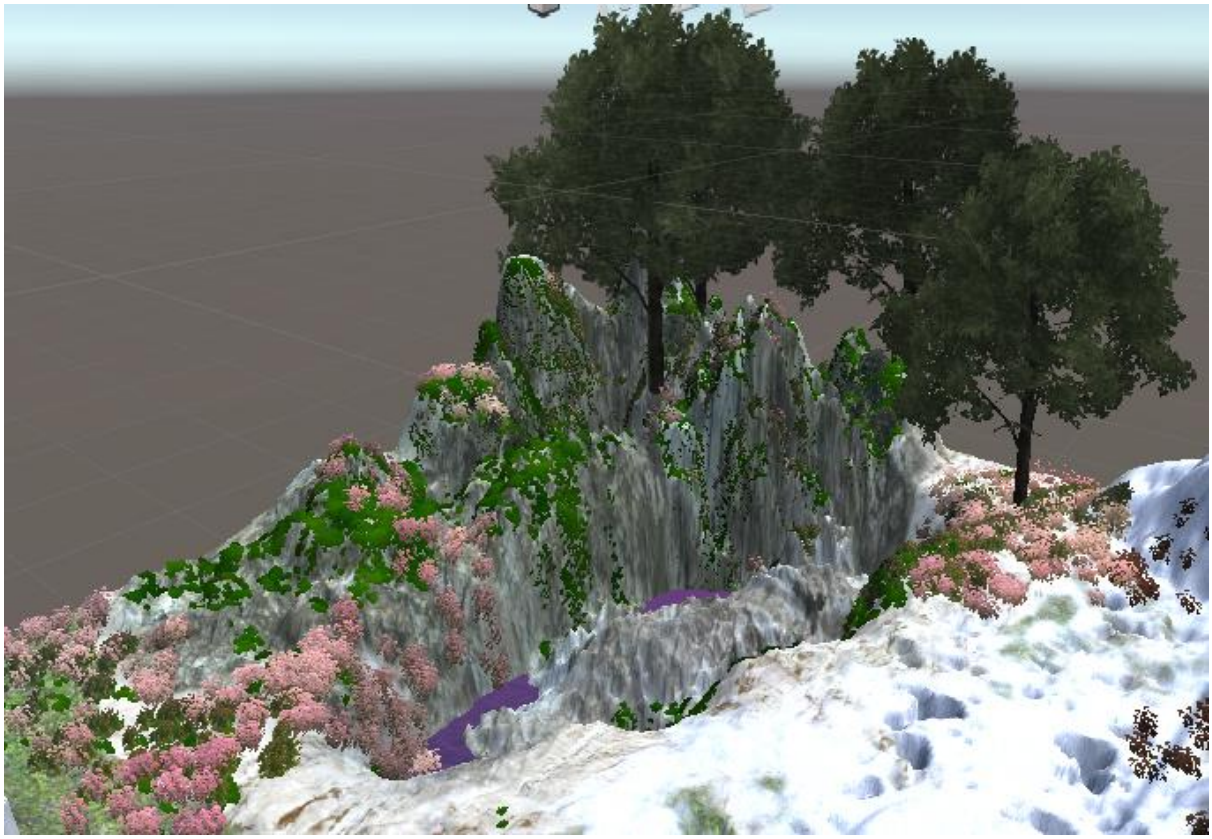


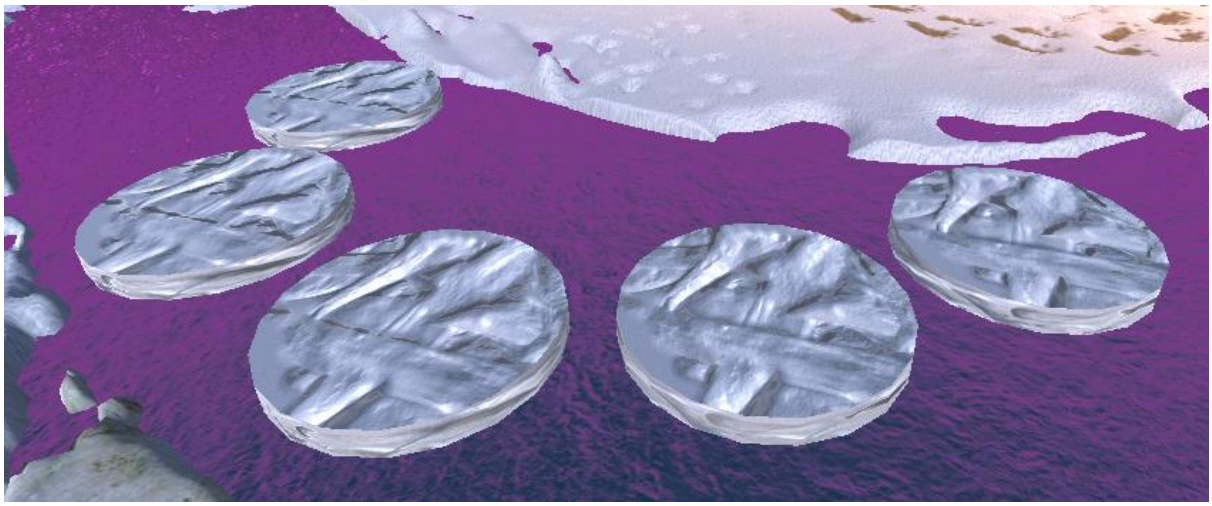


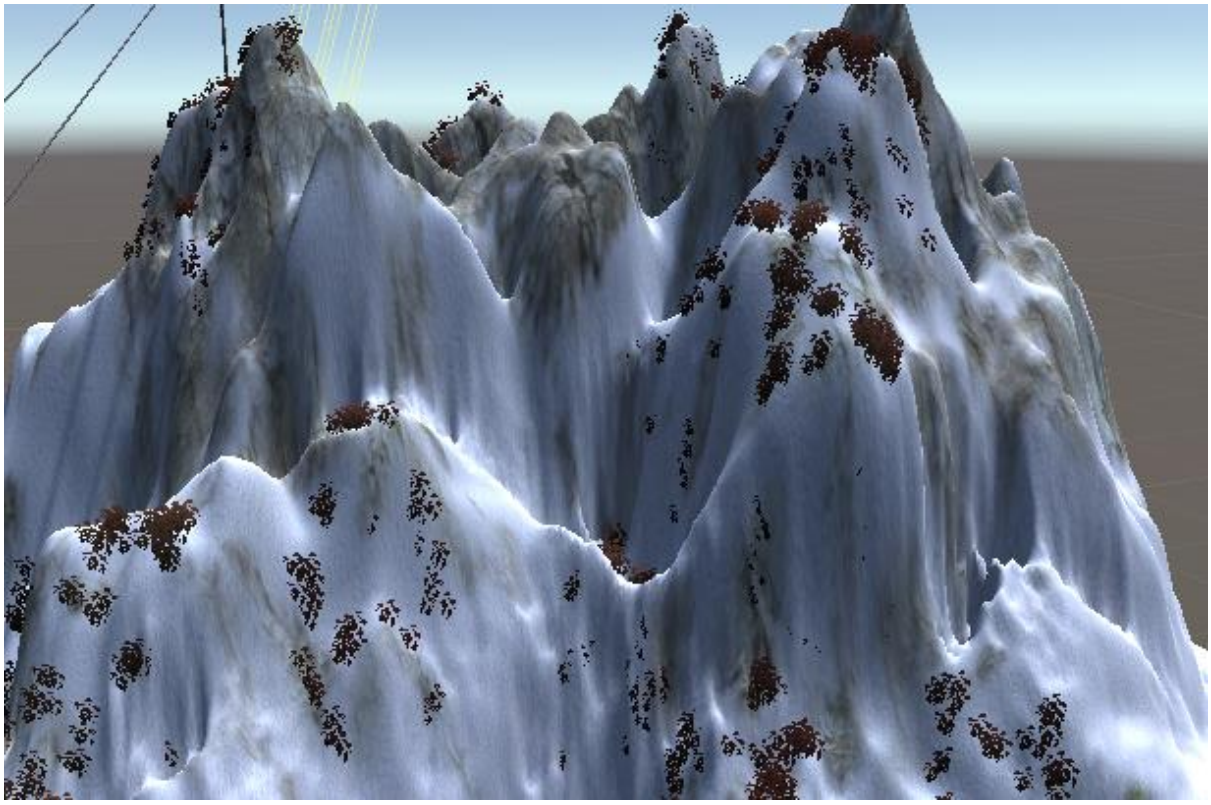


TERRAIN

I created a snowy terrain with snowy mountain and Vietnamese-style rockery-garden. Near the house has water, and I created ice drifts for the player to jump on. The directional light is animated for a day/night cycle. I also added grass, flowers, water and some alder trees on rockery. The wind zone is created for only rockery-garden area.

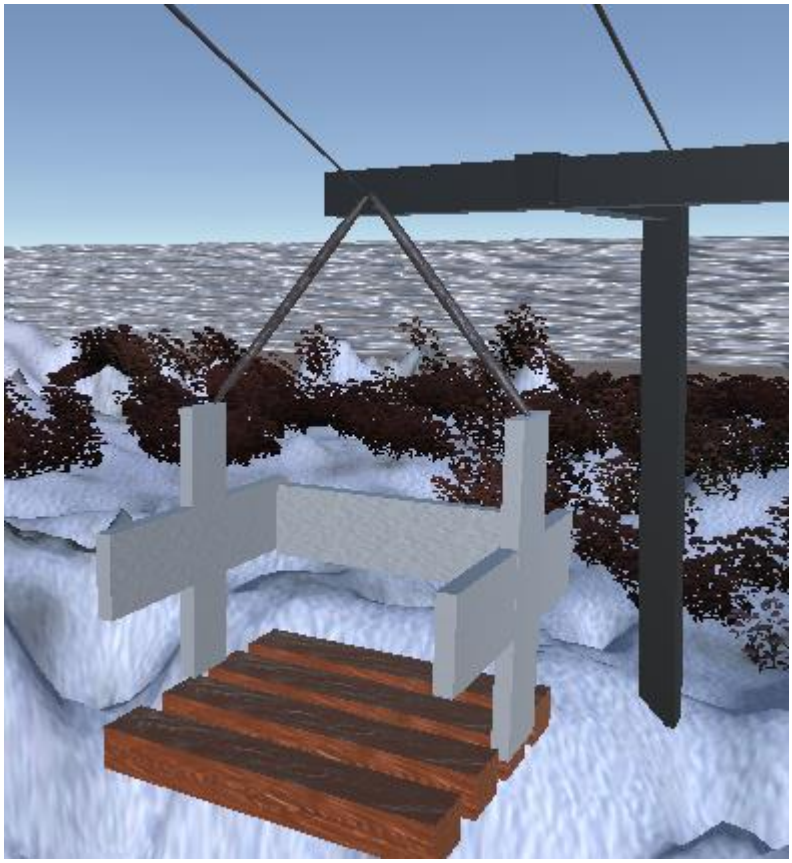






CABLE CAR

I created a cable car, two columns and two cable wires and added animation to make it move from the lower to the peak of snowy mountain



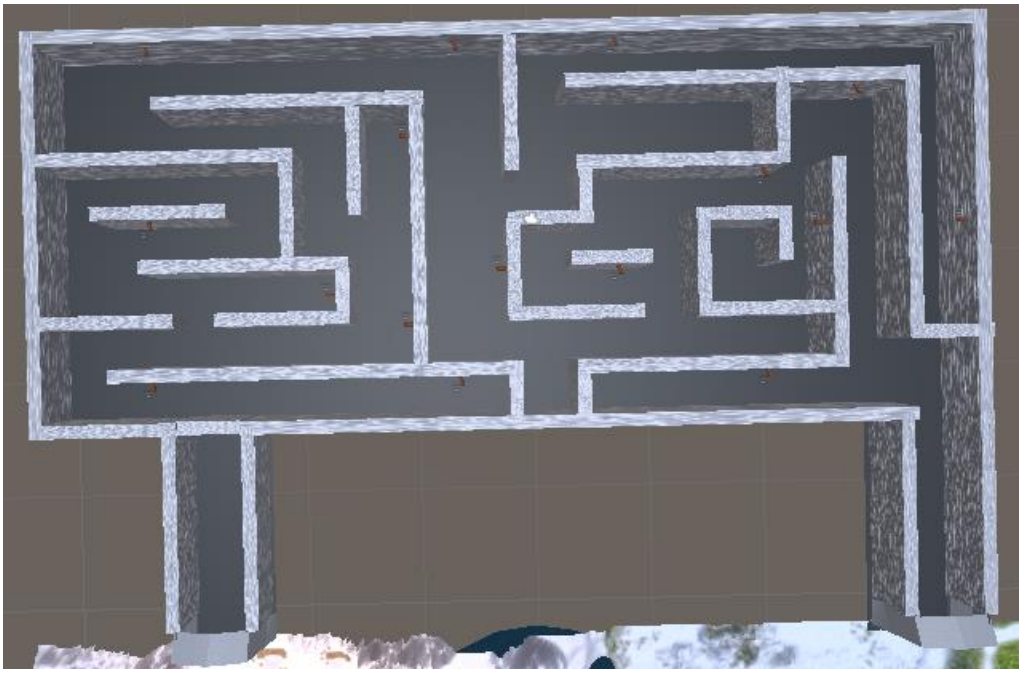
AI SOCCER PLAYER

I made a soccer field, with two goals, a ball and an AI soccer player running by wheels (animation). The AI soccer player has a NavMesh on it. The ball changes position whenever it is touched, the AI soccer player chases it constantly.

THE MAZE

The maze is created outside the terrain. I used Unity Primitives to create grounds, maze walls and flame torches, with textures, normal maps and particle system. 'Trigger' script is used for the open door. The maze gate is built by ProBuilder. In addition, another camera is added to be a minimap for guiding player inside the maze area, it is shown on the top right

screen.



CHALLENGES AND CHANGES

I planned to create the cable car be more interesting by using click to button to make it move or stop, but I could not make it. I am proud of my maze. Because I want the maze game become more difficult, I set the trigger area outside the maze, this means whenever players come into the maze, they cannot come out, so they have to use the minimap and find the exit.

ASSETS USED

- Terrain Assets by Unity Technologies
- Fire, Smoke, Blue Glow textures by XPlane
- Free Sci Fi Textures by ArtskillZ.
- Post Processing Stack by Unity Technologies