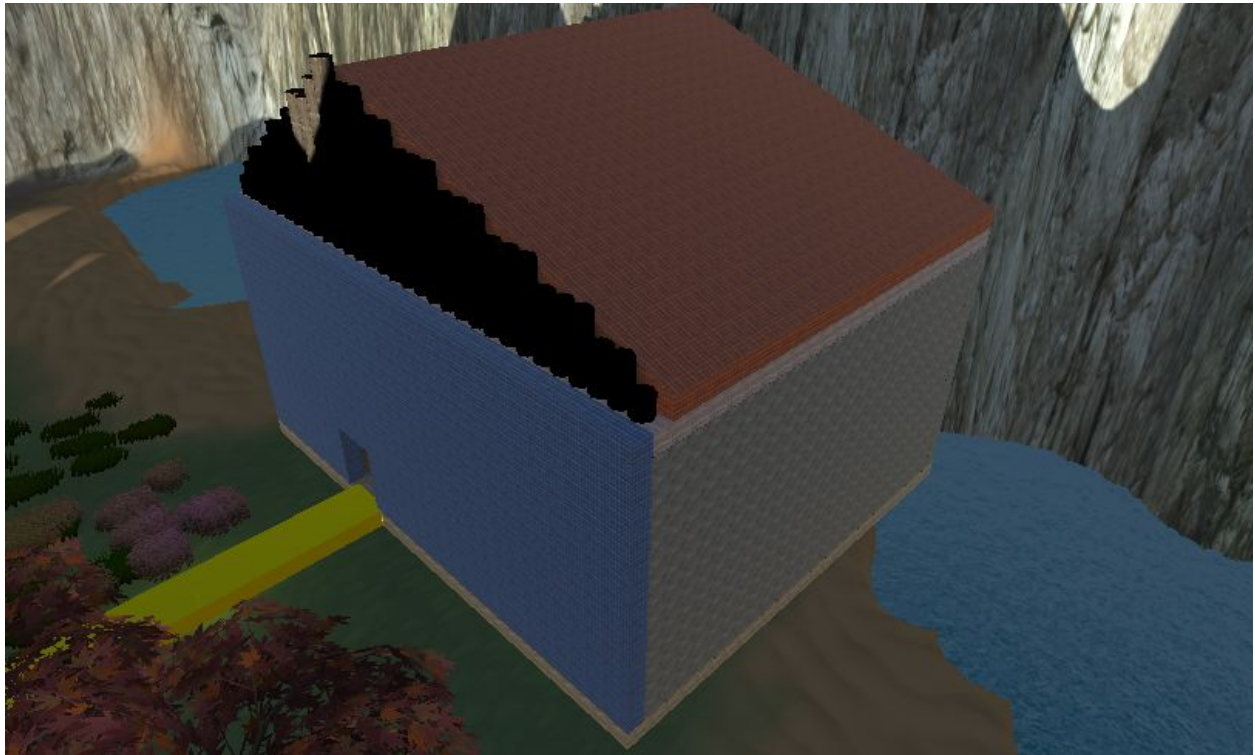


WMEC111 Unity Assignment

Marks claimed:

- Indoor section made using unity primitives and probuilder
- Outdoor section made using terrain, grass, textures, trees and water
- Textures on indoor section
- Directional light source and point lights
- Particle systems (fire and glowing sparks)
- Use of navmesh agents

The House:



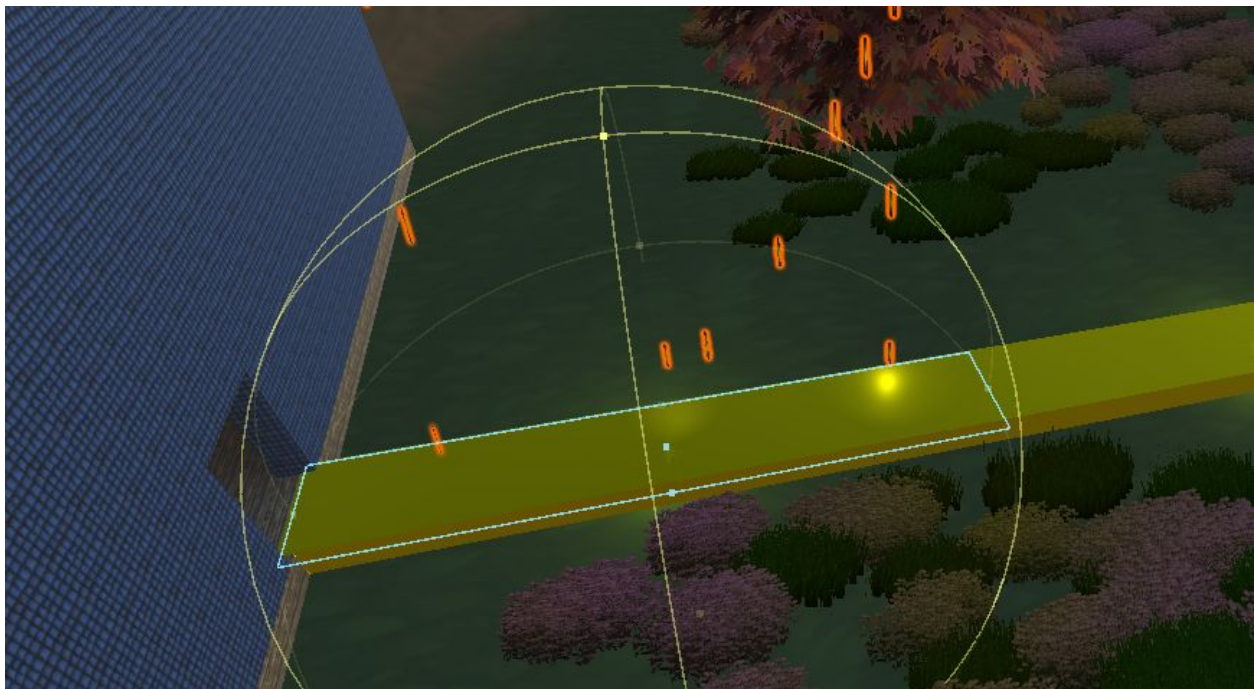
This is the outside of the house, it has multiple textures, including tile materials and stone materials. There are also 30 wooden logs that stand in front of the roof, they each have

primitive branch materials.



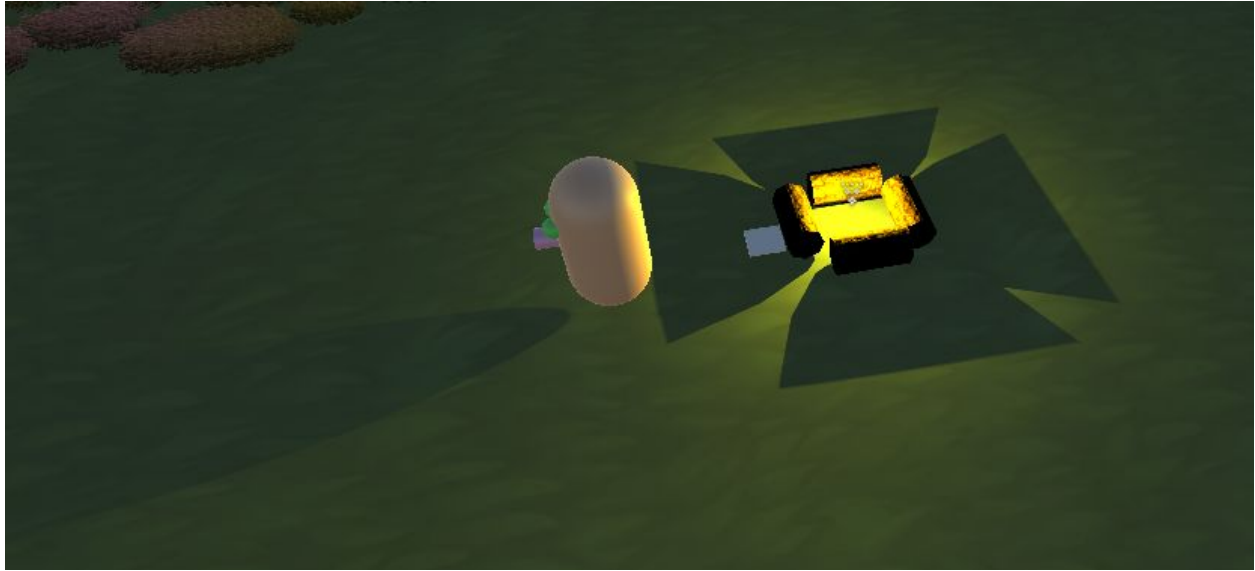
The inside of the house features wooden textures provided by the wooden floor pack, provided by MIKELARG. This pack also comes with premade materials but I created my own with the textures that were provided. I used the wooden floor materials as walls as well. The inside also contains a fireplace equipped with a particle system and point light.

Golden Path:



This is a golden path made using the unity cube primitive. I have a point light system with yellow colour filter and included a particle system that emitted yellow specs of gold.

NPC:



I created a capsule like NPC that moves between two campsites (each with their own particle system and light). I have a navmesh system across the whole map but this particular NPC just moves between the two points.

Terrain:



To avoid players having the easy ability to walk off the edges of the map and see into the nothingness that is the sky, i put up incredibly tall mountains around the terrain to deter players from moving outside the level zone, this also provides an effective magic circle effect.

Challenges and Changes:

I realized after having completed my GDD, that a lot of the features I was promising were extremely difficult and would require things that i haven't learnt during pracs before. My note system had to be taken out of the final product and the NPC's had to be limited in functionality.

Assets Used:

- Wooden Floor Pack by MIKELARG
- Hand Painted Textures by Alex Lusth
- Probuilder 2.x by Unity