

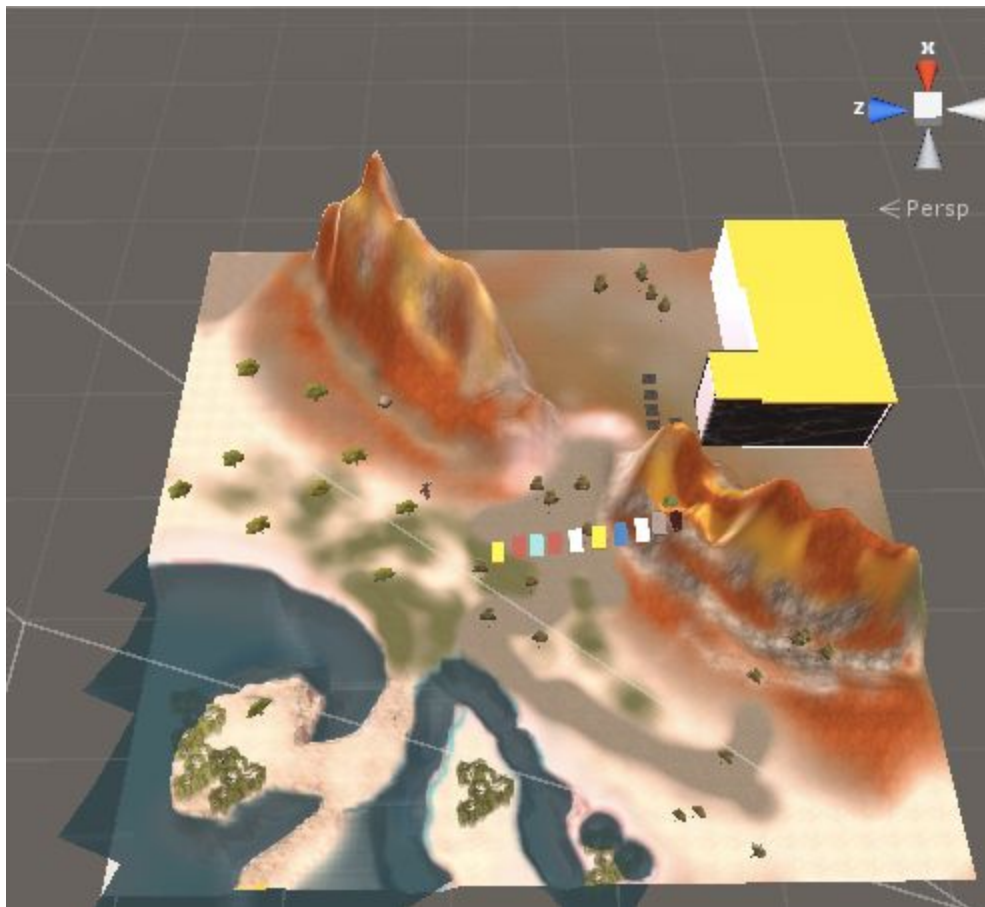
Assessment 3: Unity game design

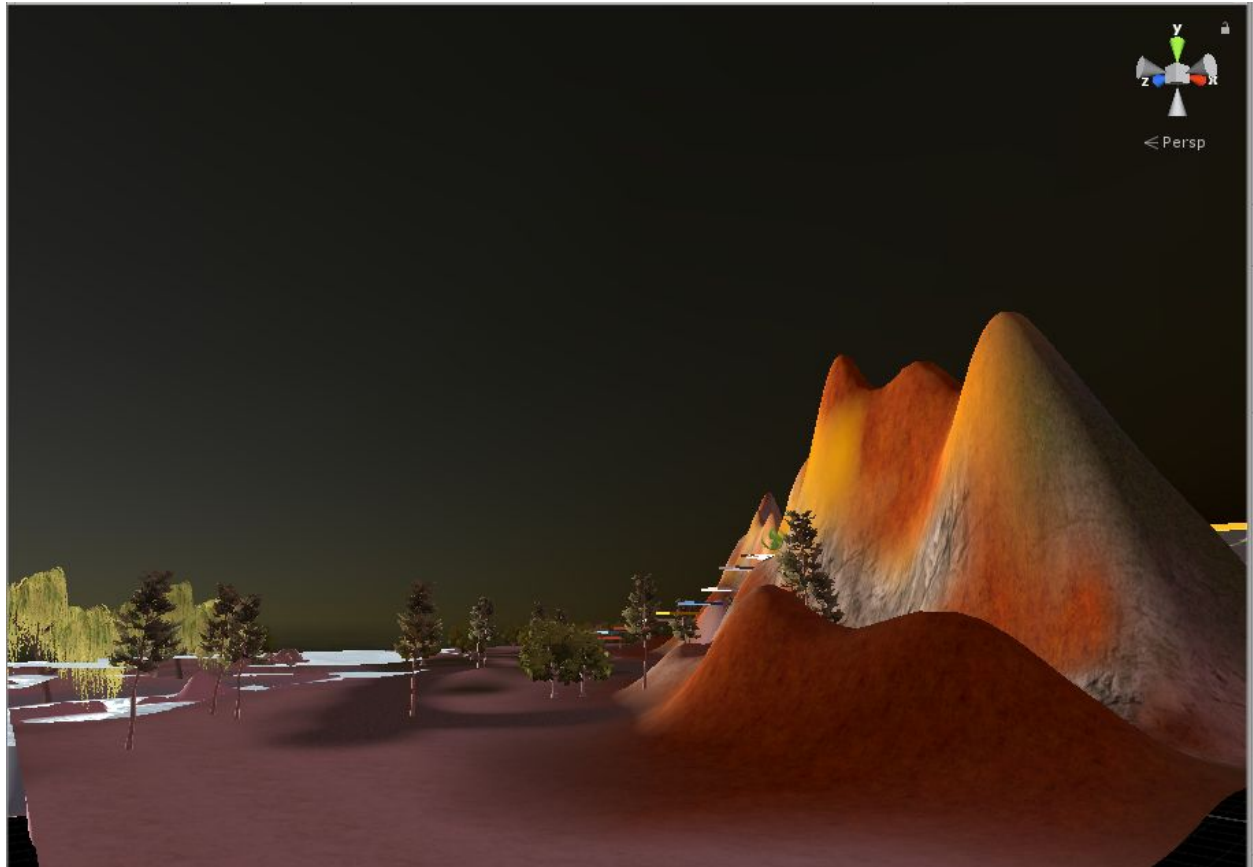
Marks claimed:

- Indoor section using Unity primitives 25%
- Outdoor section created by the Unity terrain editor - grass, trees, windzone, water (created by a plane) and fog 25%
- Textures on the indoor section walls 5%
 - 1. Normal Maps 5%
- Use of multiple cameras (e.g. overlaid cameras or rendering to a texture) (10%)
- Objects controlled by physics (5%)
 - 1. Using joints (5%)
- Direct light sources beyond the default Directional Light (5%)
- A simple single-state animation (5%)

Terrain

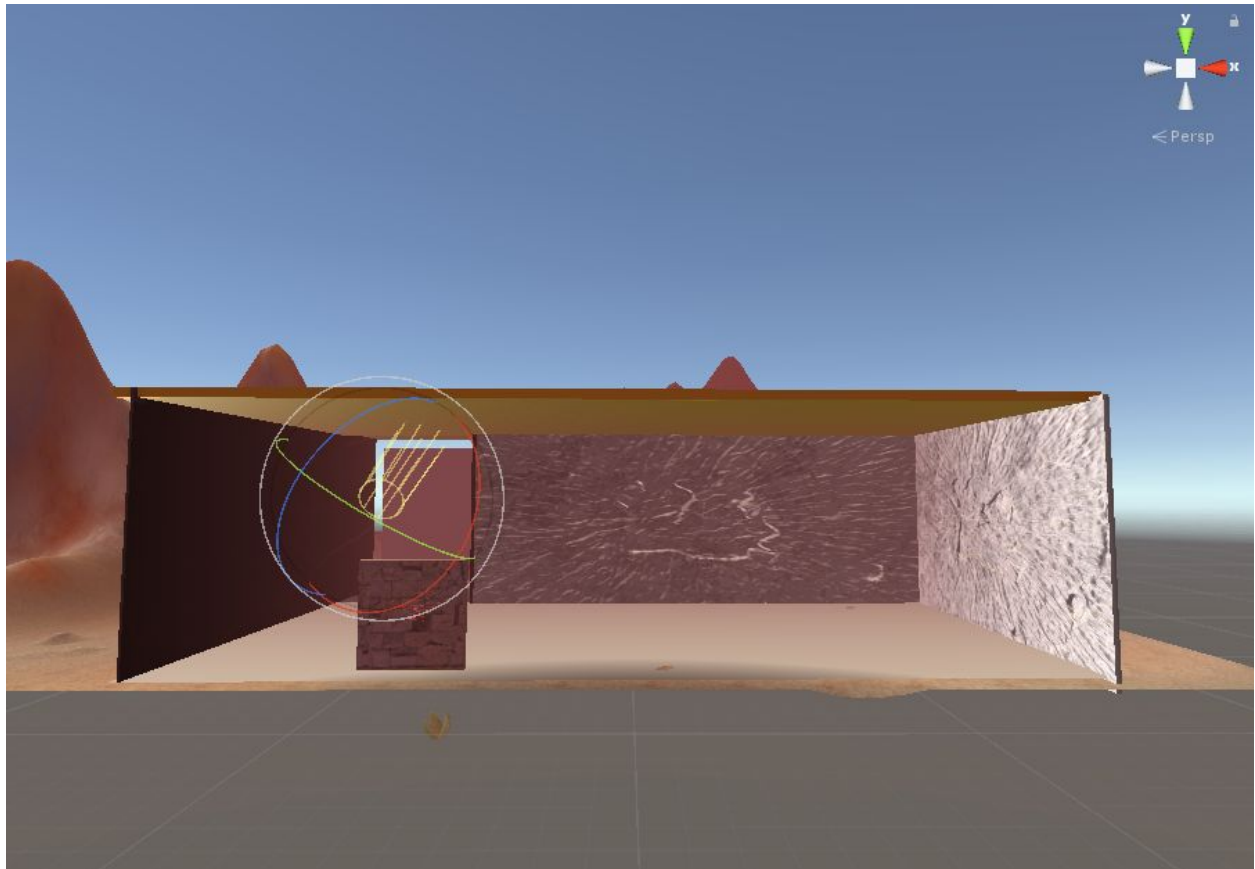
The terrain consists of a water plane, windzone, fog, grass and tree textures. I downloaded my own textures from Google Images and created textures to shade the mountains different colours. The main colours used were red, yellow, blue and black. There is a simple animation on the directional light which turns the scene to night time in 210 seconds.





Indoor section

The indoor section has an enemy that chases the first person controller once they enter the room. The room also has a fire place where a particle system in effect, as well as, indirect baked lighting with a pink tinge colour added.





Textures and normal maps

The cross has a rendered texture attached to the cross.



Particle effects



Challenges and differences

The objective was for the first person controller to walk around the scene and collect items, the final scene does have this, however, the character can not walk through the item and make it disappear. This was the most challenging as I attempted to create an animation for these items but I found I couldn't do this. Towards the end of this assignment I realised that the game is not the strong point as the character only explore the scene and does not face many challenges besides the enemy in the indoor section. The modifications I made after submitting the game design document was adding an enemy in the indoor section that follows the first person controller, this was an attempt to make up for not having the character collect the items, as I originally planned. The overall look and objective remained the same for the game.

References

Unity primitives

Terrain Assets by Unity

Google images for materials and textures