

UNITY Assignment

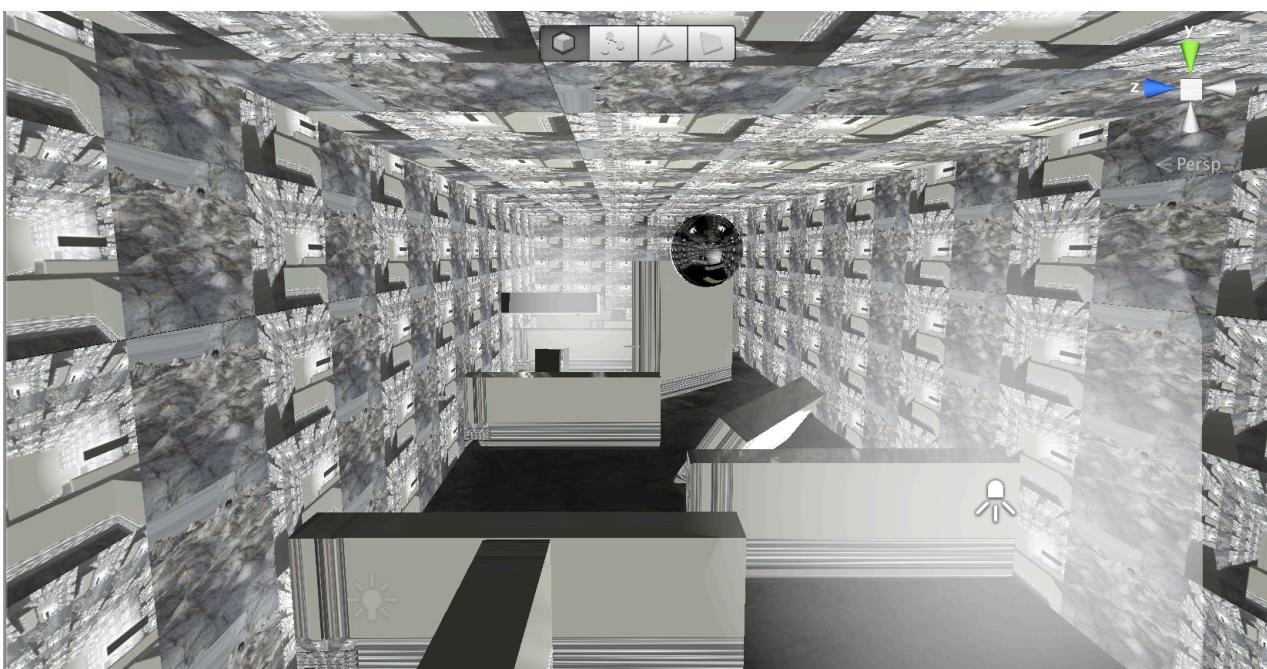
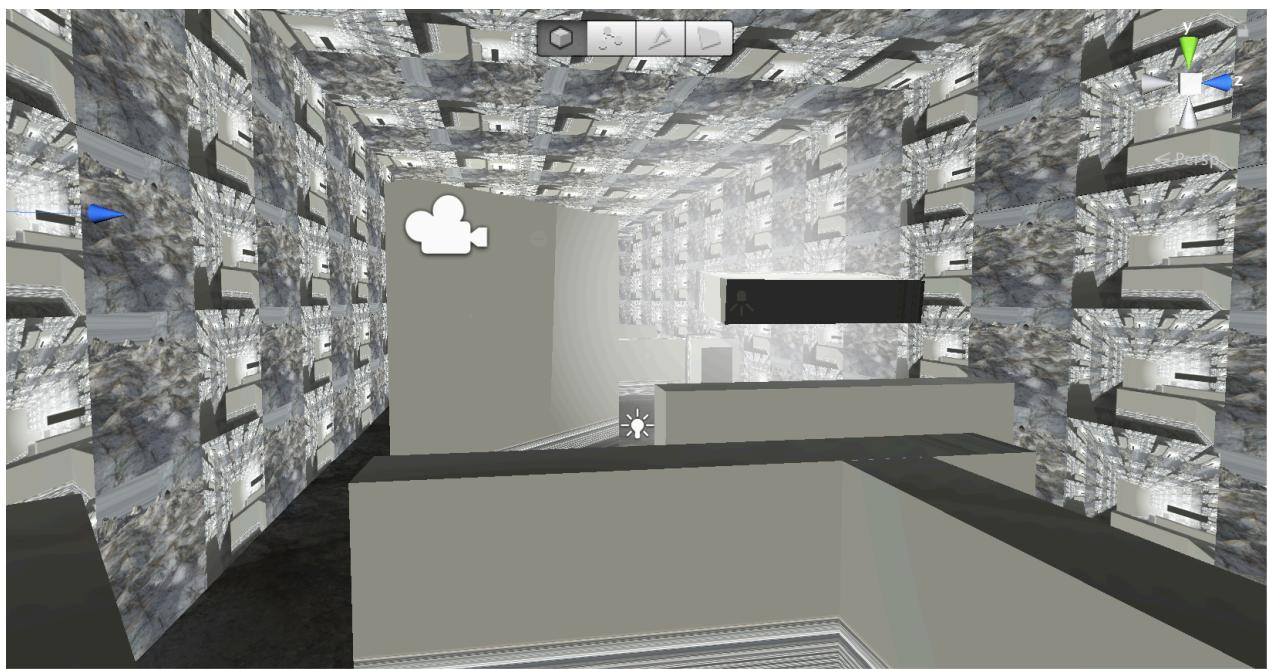
Marks Claimed:

- Indoor Section made using ProBuilder and Unity primitives (25%)
- Outdoor Section made using the terrain editor including textures and water (25%)
- Simple State Animation (5%)
- Direct Light sources beyond the default Directional Light (5%)
 - Baked indirect lighting in Indoor Section (5%)
 - Use of light-probes for dynamic indirect lighting (5%).
 - Use of reflection-probes and reflective surfaces. (5%)
 - Use of emissive materials (5%)
- Use of multiple cameras (10%)
- Particle Effects (10%)
- Use of NavMesh Agents (5%)

Total Marks claimed: 105%

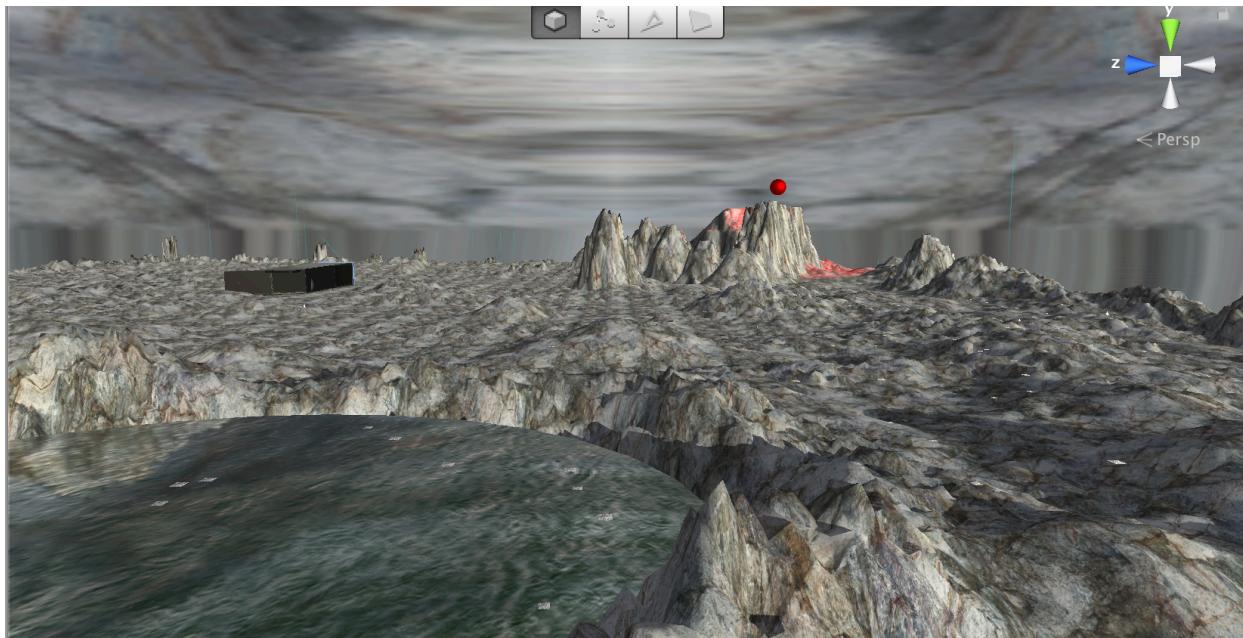
The Maze:

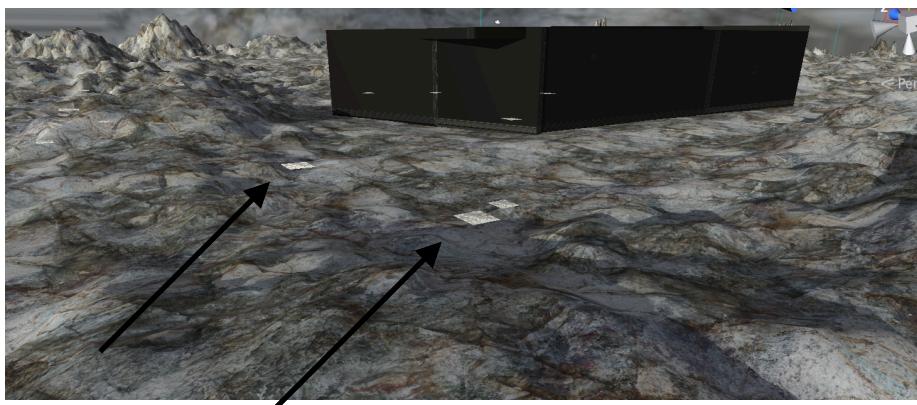
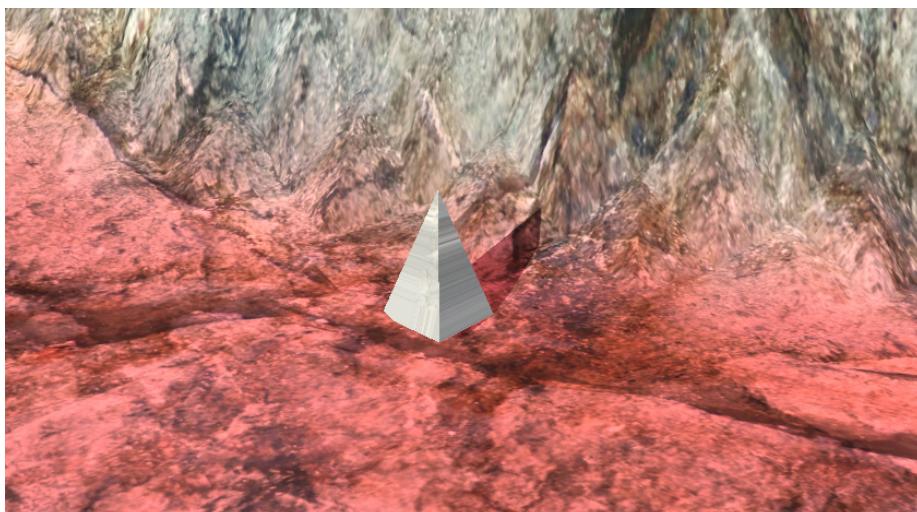
The Maze Indoor Section has light in it and has five walls and a maze all covered with emissive materials. I've used light probes, reflection probes and surfaces as well as putting two light bulbs pointing towards the reflective sphere. The idea is to be alarming and confusing so I've made it as wild as possible. On each alternating row on the walls is a reflection of an animated camera showing my terrain.



The Terrain:

I created a rocky terrain with a water area and rugged mountains. My sky is animated to reflect parts of the terrain which adds confusion to the player further reinforcing my dystopian land. I've taken a grey colour palette to further give feelings of menace.

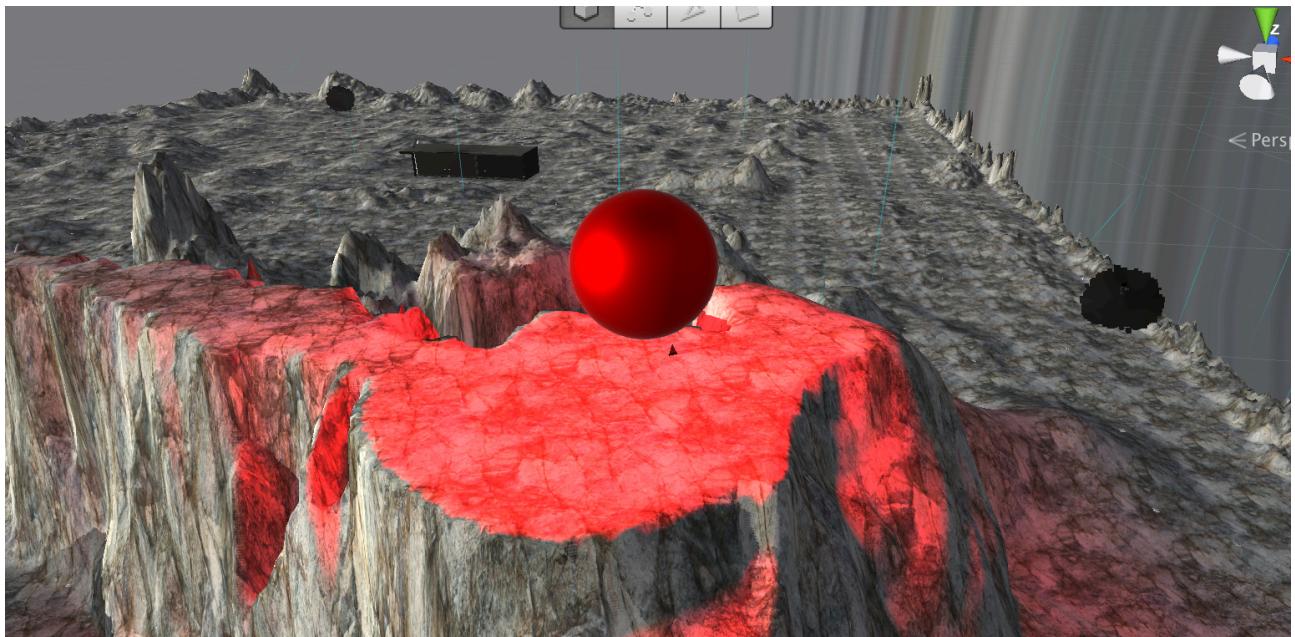


IT, SHARDS OF GLASS & PARTICLE SYSTEMS:

I made my enemies (IT) from a ProBuilder capsule and attached a Particle System demonstrating a burst effect to create an almost cloud effect. IT also has a NavMesh for which they patrol the terrain from Shard to Shard. I made the 20 shards from ProBuilder shapes and added a reflective emissive material to try and make them look reflective, like glass. I used two more Particle Systems to make Rain and reflective squares rising from the ground. This feeds into my theme of mirrors and shards of glass to be the end result the horror within as you collect them.

RED BALLOON

I made the Red Balloon as my final point for the player to reach. I used ProBuilder's Sphere shape, created a red metallic material as well as added a light within the Balloon to illuminate the area around it as well as help the player see it. I also added an animation to the Red Balloon.



CHALLENGES AND CHANGES:

I originally planned to have more in my project including making my Shards collectible with sound. Also I found it hard to make my IT look scary so I would've liked to have improved the design aspect of IT as well as potentially added a timer counting down as referred to in my GDD. I am happy with how my game has turned out and think it reflects an extreme dystopia of confusion which I enjoyed making.

ASSETS USED:

I used Terrain Assets by Unity Technologies.