WMEC111 Unity Assignment

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Marks Claimed

- Indoor Section made using Pro Builder and Unity Primitives (25%)

- Outdoor section made using the terrain editor, including textures, trees, grass and water (25%)

- Textures on indoor section (5%)

  - With Normal Maps (5%)

- Direct light sources beyond the directional light (5%)

- Particle System (10%)

- Use of Multiple Camera's (10%)

- Simple single state animation (5%)

  - Responds to mouse trigger (5%)

- Use of Nav Mesh Agents (5%)

Total Marks claimed: 100%

The Houses

The house the player begins in has textures as well as normal maps applied to the walls. Pro builder was used to build the roof and their is an emissive martial with a camera projecting the recreation of the Golden Gate Bridge (important as GDD outlined).
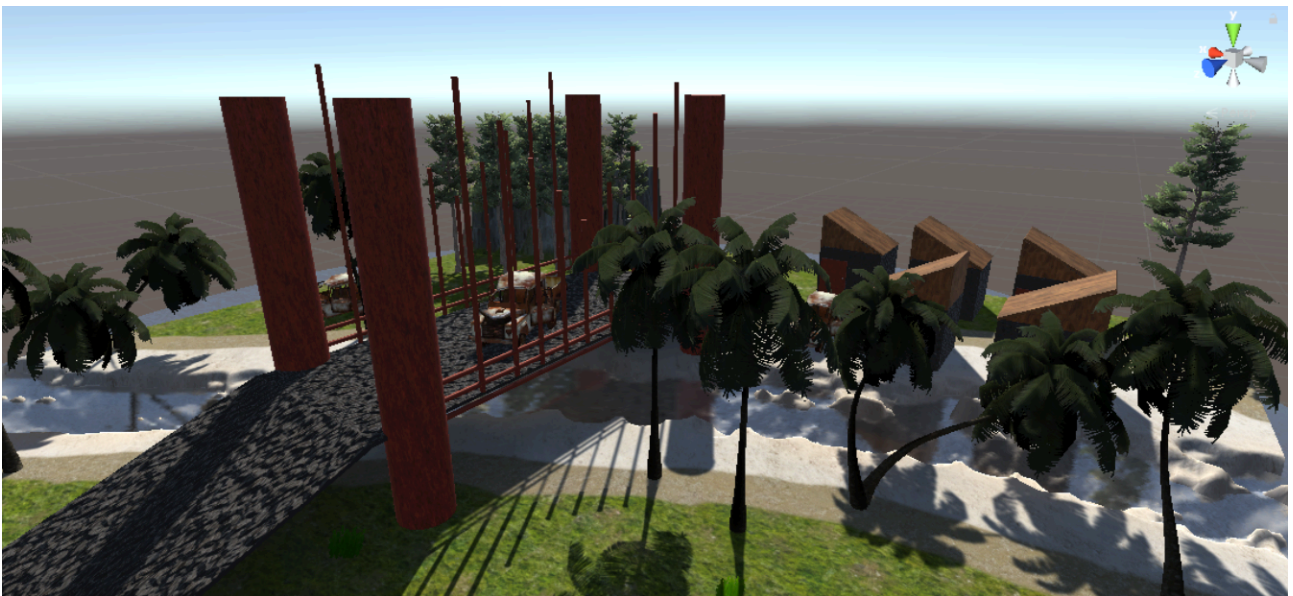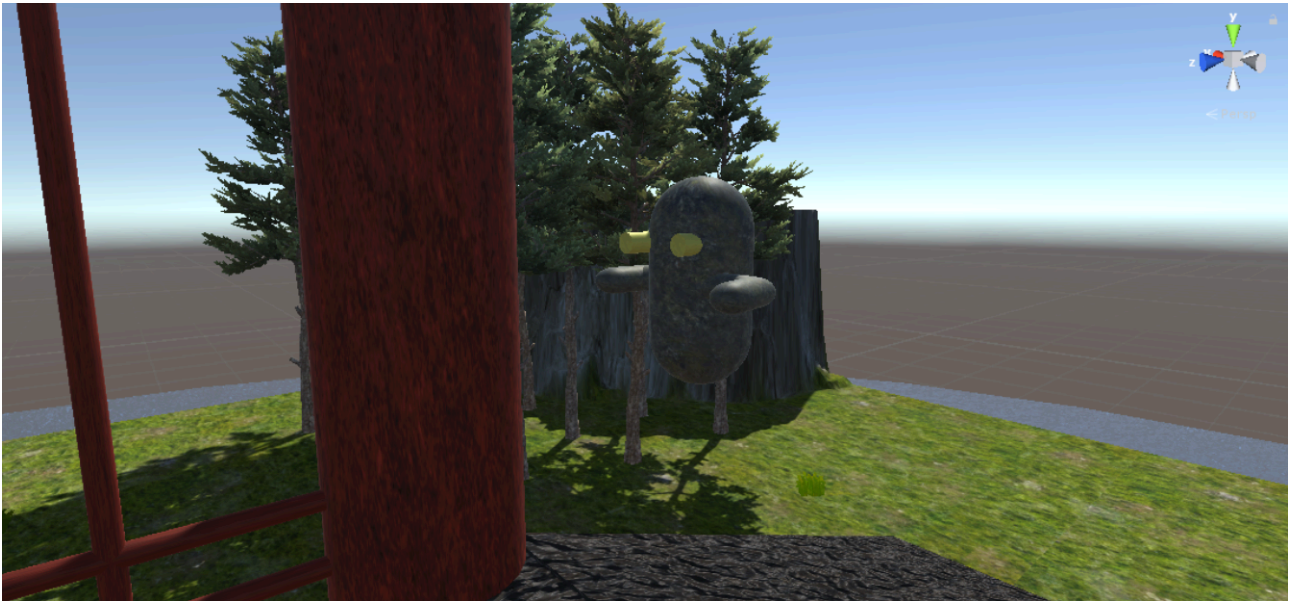

Terrain

I used palm trees, grass and water to create the terrain of the map. There is a river flowing through the map as well as a forest.

Particle System

I created torches and put them in the house in the form of flaming torches that sit on the wall.

The Robot

I used Nav Mesh on the unity primitive robot that follows around a floating droid which was fundamental to the game.