

Asset Store

The assets that I chose are part of a pack that I found, it is a top down terrain called retro dungeons (<https://assetstore.unity.com/publishers/42913>). It includes different terrains such as desert, mountain and forest. It also includes decoration for the terrain like trunks, plants, walls and other. So I actually bought a pack that includes a lot of assets.

Why did I chose this asset?

I want to create a Brachial Plexus learning game, where the player has to explore and solve different situations and by doing it he/she can learn the anatomy of this plexus. I thought that in order to make it easier to understand the plexus branches can be represented as a mountain that ends in a desert or beach. C5, the highest root can be represented with ice, then C6 with Snow, C7 a forest, C8 Rocks and finally T1 desert or a beach. This package includes all this possibilities with the same style so it will help me create the terrain. When the player goes through a forest he/she knows that the character is on C7 etc.

How would I use it on the project?

By creating different paths and areas to be explored, missions to be accomplished etc. This asset will create the terrain of the whole game, creating the previously explained environment conditions according to the root where that nerve comes from.

Why is it useful?

It creates all the terrains I want to be represented, in the same style, coherent and with a nice design (for me). It is also very complete, including a lot of assets that can be even combined.

How could it help me speed my development?

I do not have to worry about creating the terrain, or searching in different places for similar objects, that could not be actually coherent with the whole art. I think it is perfect for my project, at least regarding the terrain and decorations.

Justification of the cost

I think it is not expensive at all, and it will save me hours of searching or trying to design something that will not come as good as this. A basic justification is that my time is way more expensive than the price of this assets

Assignment 15.2

