Walking Simulator Brainstorm (3/6)

For Monday (3/6), you will be working on your own exploration game concept. This homework has two parts:

1. Research
2. Idea brainstorming

Research

Play another "walking simulator" as research for your project. Find one that is compelling to you. Post about your experience in your chosen walking simulator to #sharing. Include a link to the game's homepage so others can easily find it.

Places to look for exploration games:

- A game from the Ambient Mixtape 16
- Itch.io's games tagged with "Walking Simulator"
- Warpdoor's posts tagged with "Exploration"
- Rock Paper Shotgun's posts tagged with "Walking Simulator"

(Note: while the term "walking simulator" is ill-defined, one of the common threads is exploration or wandering. The game you choose to post about should - at its core - be about exploration or wandering.)

Brainstorming

Direct message me the following:

1. The idea for your walking simulator
   - Where does it take place?
   - What is the visual style? Low poly 3D, realistic 3D, 2D billboards, a mixture?
   - What is there for the player to discover?

2. Research into assets - what 3D models, textures and assets will you be using?
   - Resources for 3D models:
     - TF3DM
     - 3D Warehouse
     - Free 3D models on the Unity asset store
     - OpenGameArt 3D models
     - Itch.io 3D assets
     - The Models Resource - ripped assets from games
   - Resources for textures to use with terrains/materials/billboards:
     - See texture resources from today's slides
     - Free textures/materials on the Unity asset store
     - Itch.io 2D assets
     - OpenGameArt 2D models

Keep in mind that we haven't covered programming, so think about the ways you can tell a story through environment:

- Objects - fragments that reveal a larger story
- Audio - recordings spread throughout an environment
- 3D text