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**IGME 202, Section 1**

**Assignment:**

Random

**Description:**

The point was to experiment with using Random in code. All of the objects are either placed or scaled using some element of Random, the Horde objects in particular being placed based on Gaussian distribution.

**User Responsibilities:**

The user can use the “c” key to cycle between 5 different camera perspectives, as well as a 6th camera within a controllable character. The character can be moved used the WASD keys and the mouse can be used to look around.

**Above and Beyond:**

I modified my scripts so that it looks like the cars are driving through the desert. The terrain height map shifts, and its texture moves accordingly to simulate moving terrain. The trees are set to shift in the same direction and the same rate as the texture of the terrain. All of the objects have their height dynamically changed to match the height of the terrain where they are located. Finally, all of the car objects have their rotations dynamically modified so as to appear as if they are hugging the terrain at all times.

**Known Issues:**

* Because of the shifting terrain, there are times when the FPSController falls through the terrain. I attempted to fix this within my Camera Script, but it doesn’t seem to work properly.
* Since dealing with the rotations of the cars meant working with Quaternions, a topic I barely understand, sometimes the cars rotate a little too far and seem unnatural.

**Notes:** As a result of the Career Fair and several other school projects, I’m using my Grace Period on this project.

* My texture was found online via google images, and both models were free through the unity store.