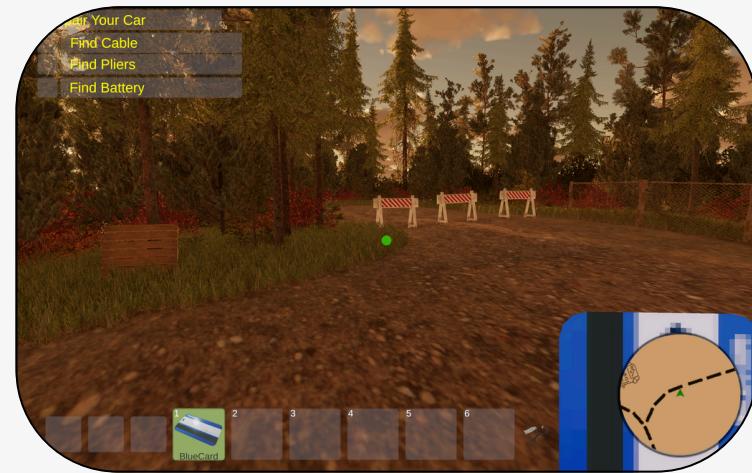


Repair In The Woods

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What it is About?

It is a game with environmental, interactable puzzles. It features exploration around the map and interactive puzzles that we solve to find items needed to repair our broken car.



Features

Player Movement and Camera Controls

Interactable Objects

Inventory System

Key and Door Unlocking System

Minimap System

Moveable Crates

Main Menu and Pause Menu

Object Outliner

HUD and UI



Puzzles

Color Matching Puzzle with Cards



Button-based Picture Recall



Crate Collection and Stacking



Maze with Interactable Levers

External Help

I used Unity's asset store for environmental props and Quick Outline asset for object highlighting but modified the code and shader.

```
void UpdateMaterialProperties() {
    // Apply properties according to mode
    outlineFillMaterial.SetColor("_Color", outlineColor);

    switch (outlineMode) {
        case Mode.OutlineAll:
            outlineMaskMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_Scale", outlineWidth);
            break;

        case Mode.OutlineVisible:
            outlineMaskMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_Scale", outlineWidth);
            break;

        case Mode.OutlineHidden:
            outlineMaskMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_Scale", outlineWidth);
            break;

        case Mode.OutlineAndSilhouette:
            outlineMaskMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_Scale", outlineWidth);
            break;

        case Mode.SilhouetteOnly:
            outlineMaskMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_ZTest", (float)UnityEngine.Rendering.CompareFunc.outlineFillMaterial.SetFloat("_Scale", 0f);
            break;
    }
}
```

