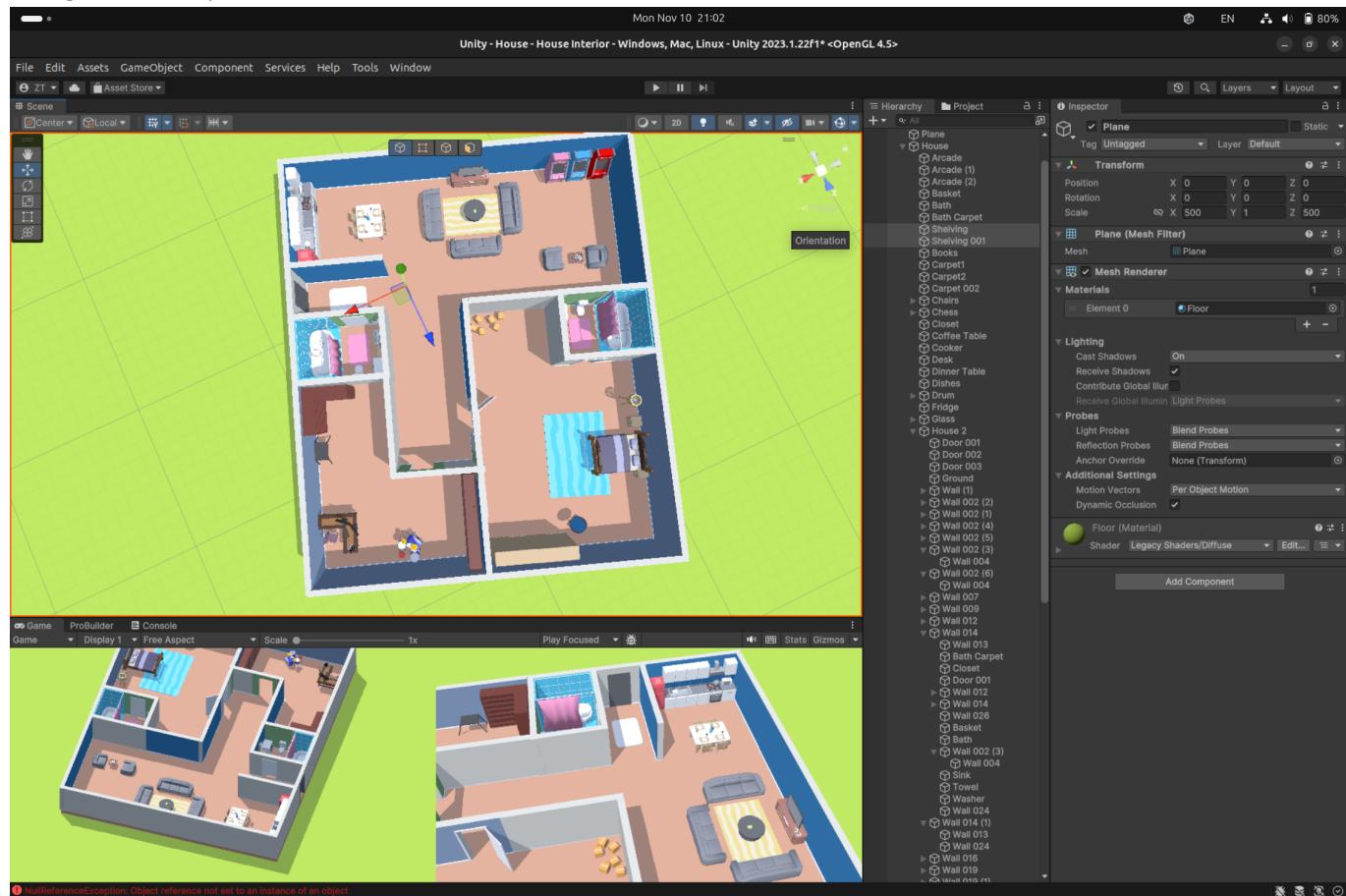


# Practice 2 - Game Programming

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## Goal of the practice

The goal of this practice is to create a home model.



## Features, Explanation of the rooms

## Camera

With the imported script, you can freely move around the house to look at the items in the room using the keyboard and mouse movement.

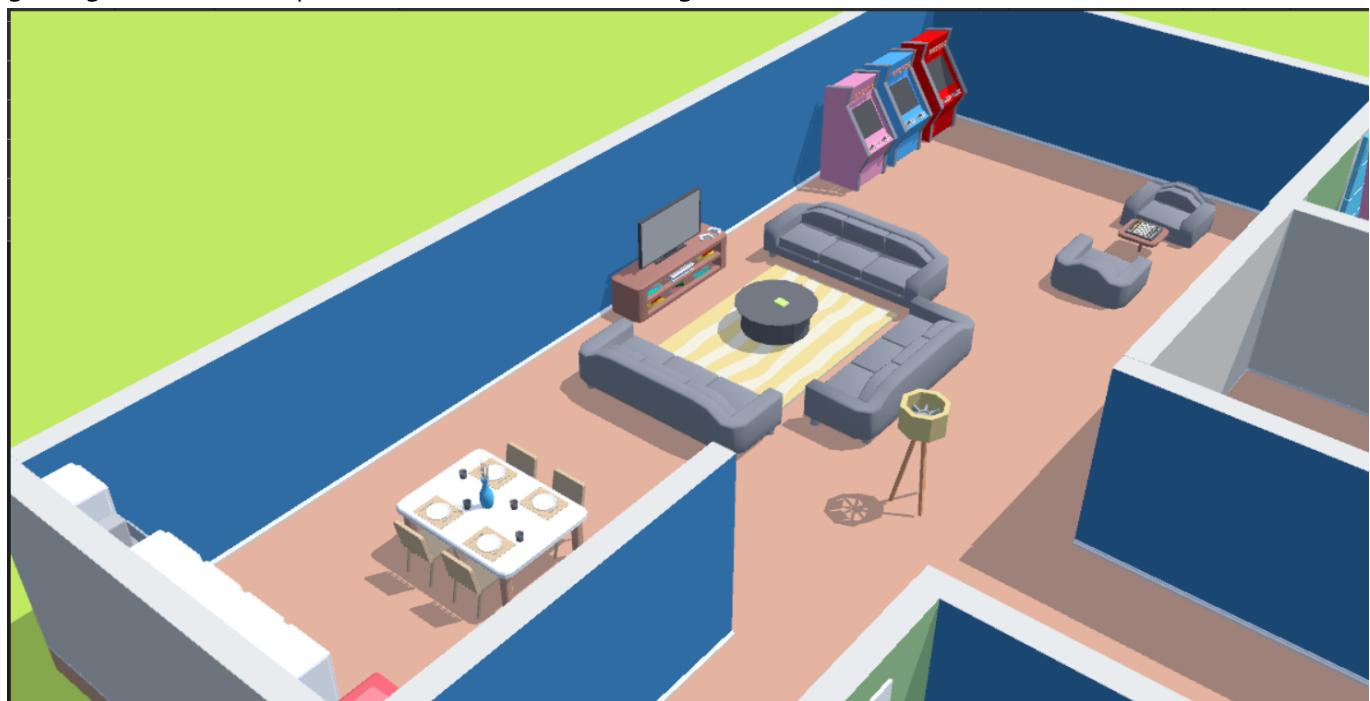
## Entrance

The entrance area has a bathroom next to it.



### Living room, kitchen, & gaming area

The living room is connected to the kitchen area, with dining tables and kitchen furniture, also with the gaming area with multiple arcade cabinets and board game table



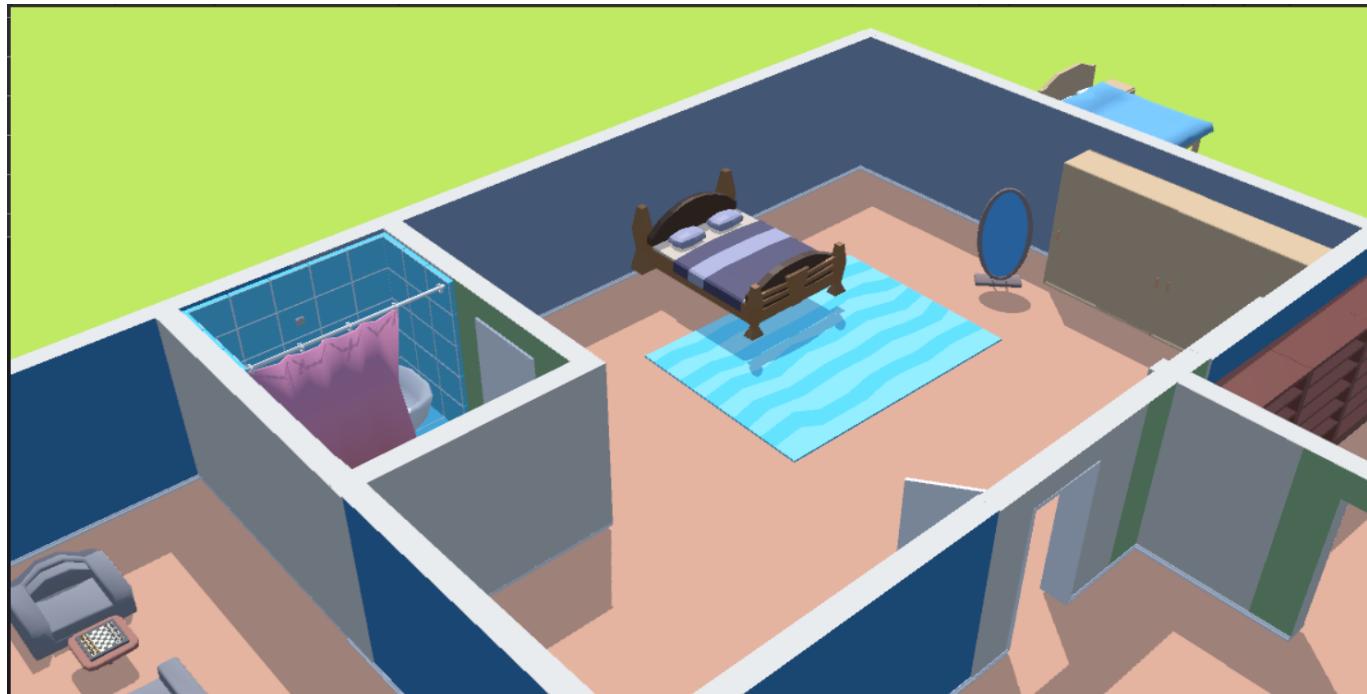
### Office & music room

The office has a table with PC, multiple bookshelves, and drum set for relaxation.



## Bedroom

The bedroom has an additional bathroom along with closet, mirror, rug.



## References

[Free Moving camera](#)

[Low poly furniture](#)

[House Interior](#)