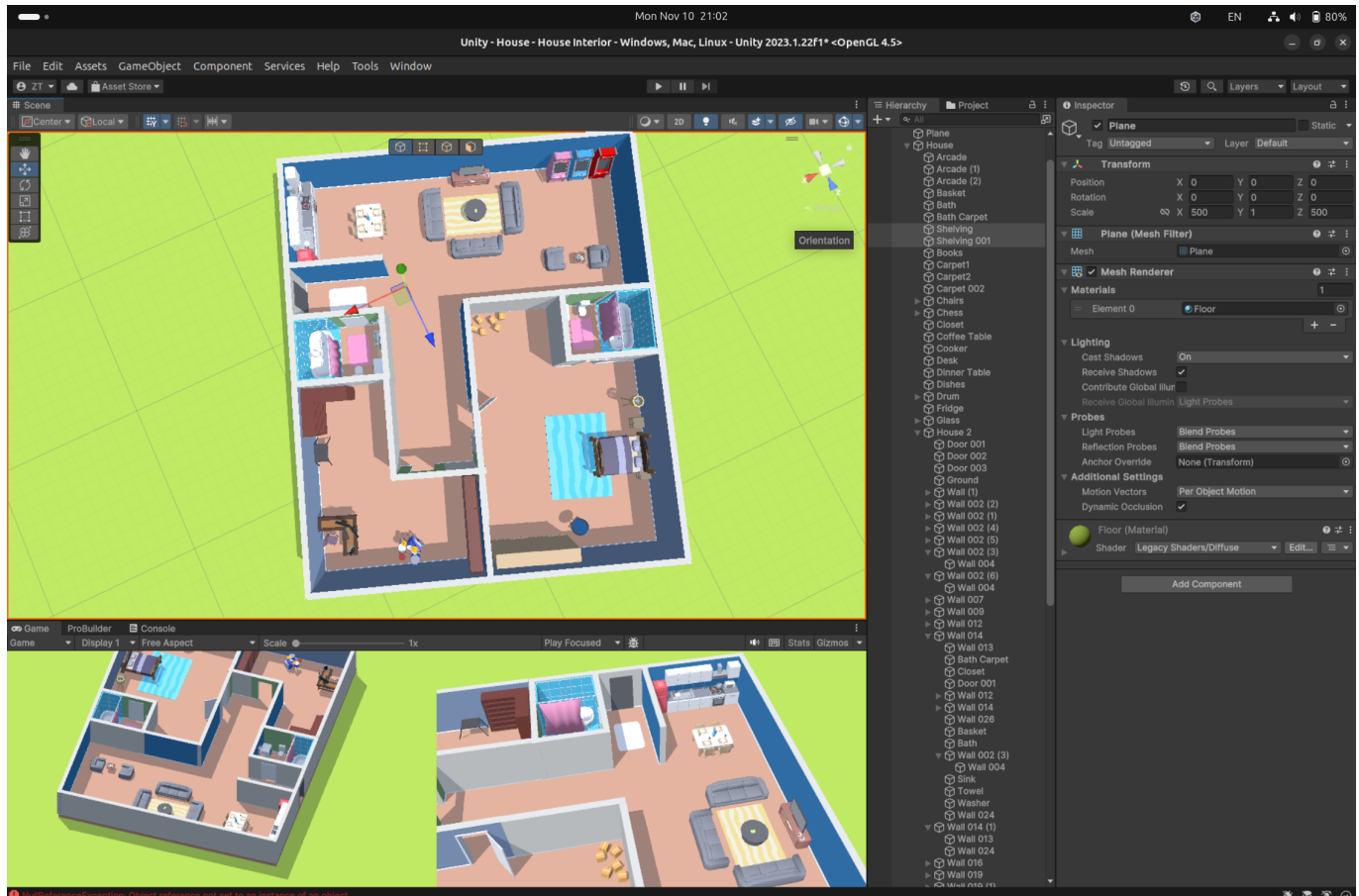


Practice 2 - Game Programming

By: Zolboo Tumendemberel, 24110177

Goal of the practice

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



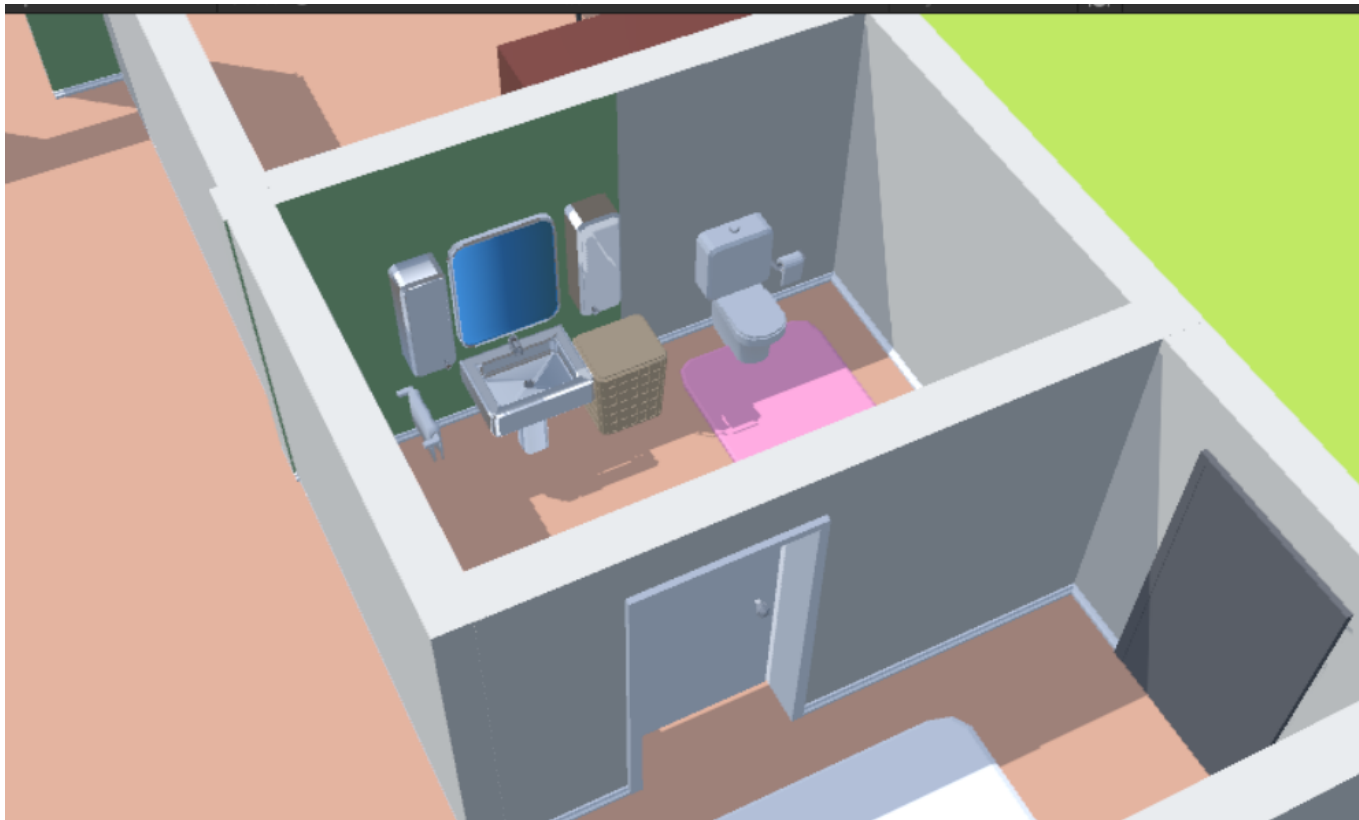
Features, Explanation of the rooms

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.

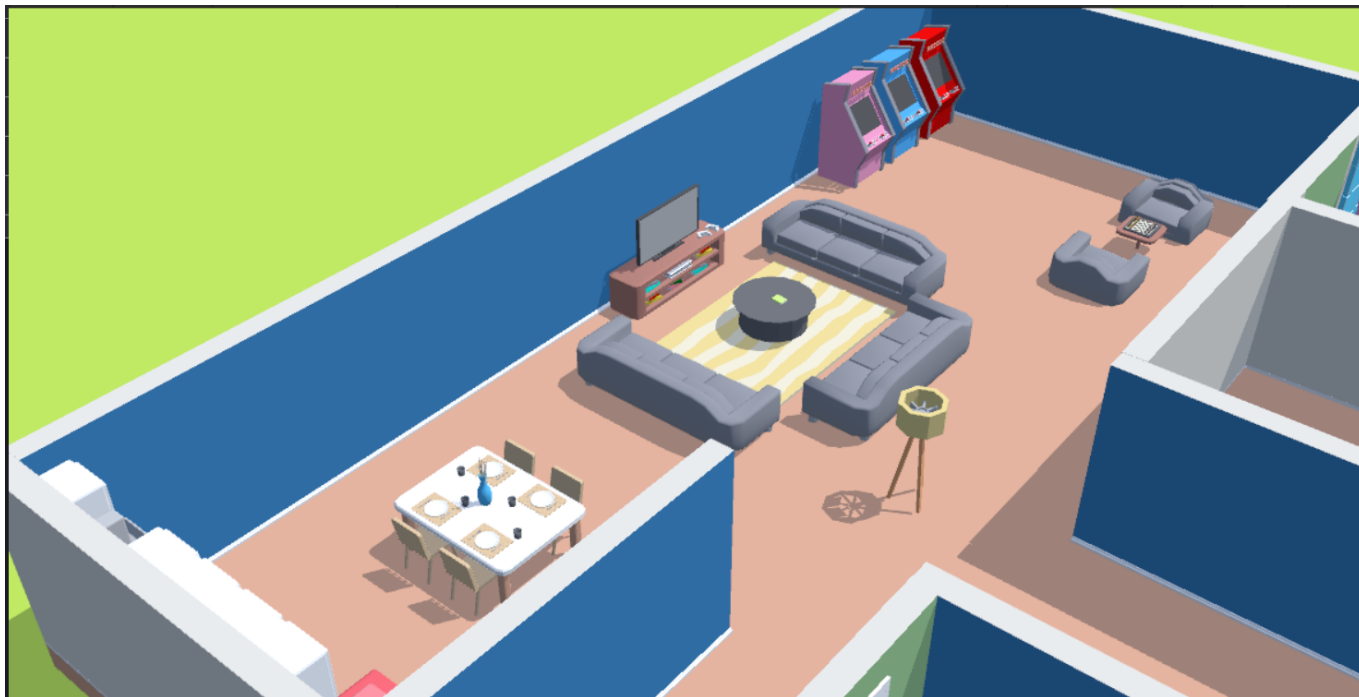
Entrance

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



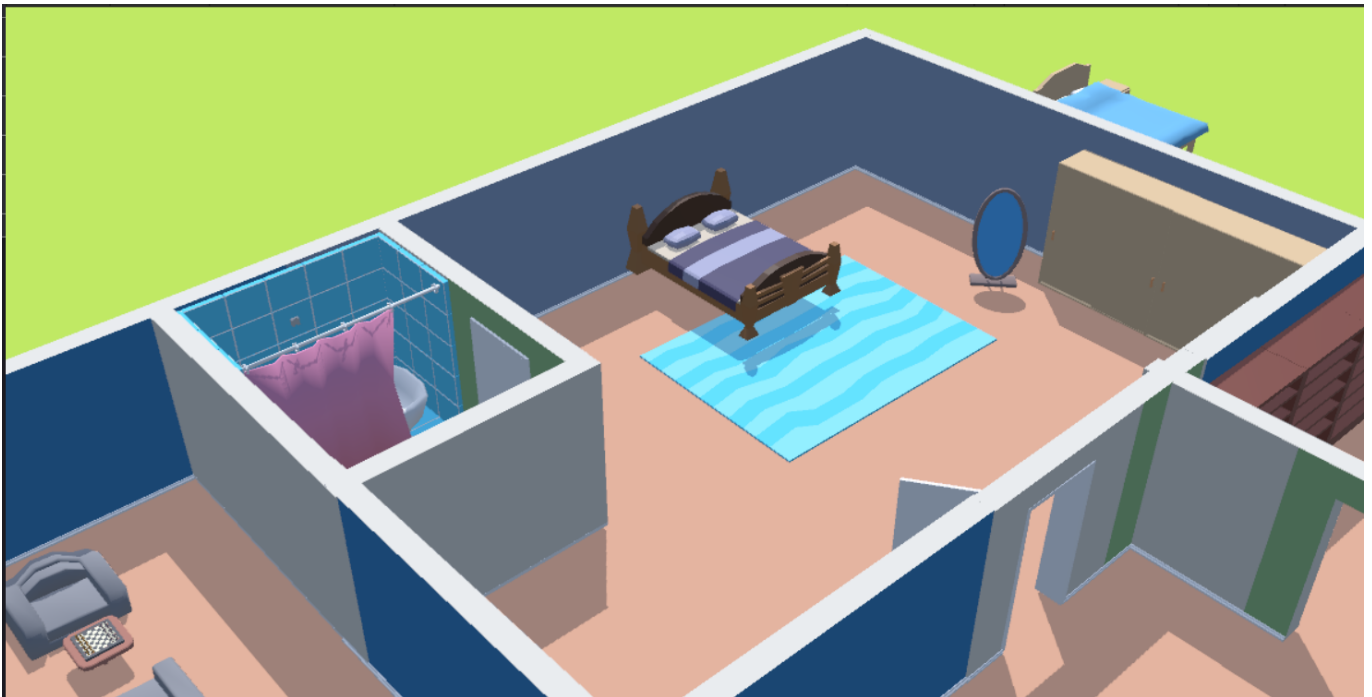
Office & music room

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](#)