For my individual project, the environment I designed is a small farm/garden scene with components including a house, crops, colorful trees as well as decorative details such as flowers, fences, clouds, and the hot air balloons. I built this scene because I love fairy tale stories and always wanted to explore the world of fairy tales. Since my imagination of a house in a fairy tale world is peaceful and lovely, I mainly included natural and fantasy elements in my scene. To add more sense of nature into the scene, I included a green landscape, a blue skybox with white clouds, a wooden house, a small farm, and many trees to the scene. I also decorated the surrounding with colorful flowers, grass, and wooden fences to add more details to the scene. Players can pick up vegetables in the small farm and put them into the wooden crate or cut trees into piles of wood with an axe – all of which as experiences closely related to nature. As for the fantasy portion of my design, I chose trees with various colors for the small forest next to the house. I also added interaction components to the blue wand/staff that triggers effects of “magical” particles. Finally, since cute animals are always present in fairy tale stories, I found an asset including little chicks with animations in the unity asset store that goes very well with my scene.