**Assignment2**

 . Create a Simple Scene with:

   . default Camera and Light

   . a terrain (40x30) positioned at (-20,0,-15) (so the camera looks initially at the center)

 . Place some objects on the terrain (2-3 types of cube/sphere/cylinder etc of different sizes/orientations and positions).

 . Create a "zombie" prefab with a NavMeshAgent component.

 . Create a "player" prefab with movement controls (WASD)

 . Have two empties for spawning player and zombies; have a ZombieSpawnController

 . If the player bumps into a "small" sphere the player can "eat" zombies for the next 30 sec, so in zombies' Update set their destination to the opposite direction to player with a "ZombieSafeDistance" distance away.

    . otherwise zombies chase player (set their destination to player position) and "kill" him if they are "ZombieKillDistance" away where ZombieKillDistance < ZombieSafeDistance.

Zip and Upload in eCentennial Assignemtn2 folder.

Due: Before class on  (Nov.28th, 8:30 AM).