

# *Adventures of the Cave*



GAM537 - Assignment 1

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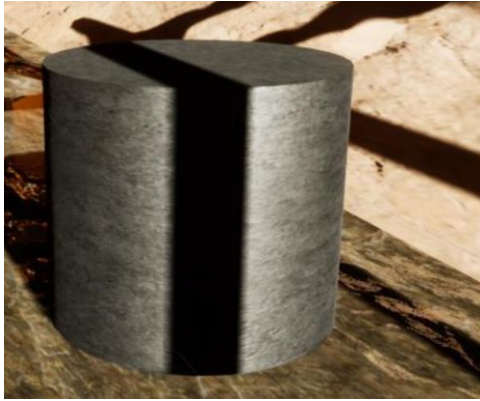
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Includes paw functionality, lights and effects with imports downloaded.	

### *About*

We came up with this idea for an adventure game that had a tropical element to it and a mysterious cave.

## Pawn Funtionality

Default Pawn with full movement and camara with a spring arm.



## LEVEL 1: *Tropical Adventure*

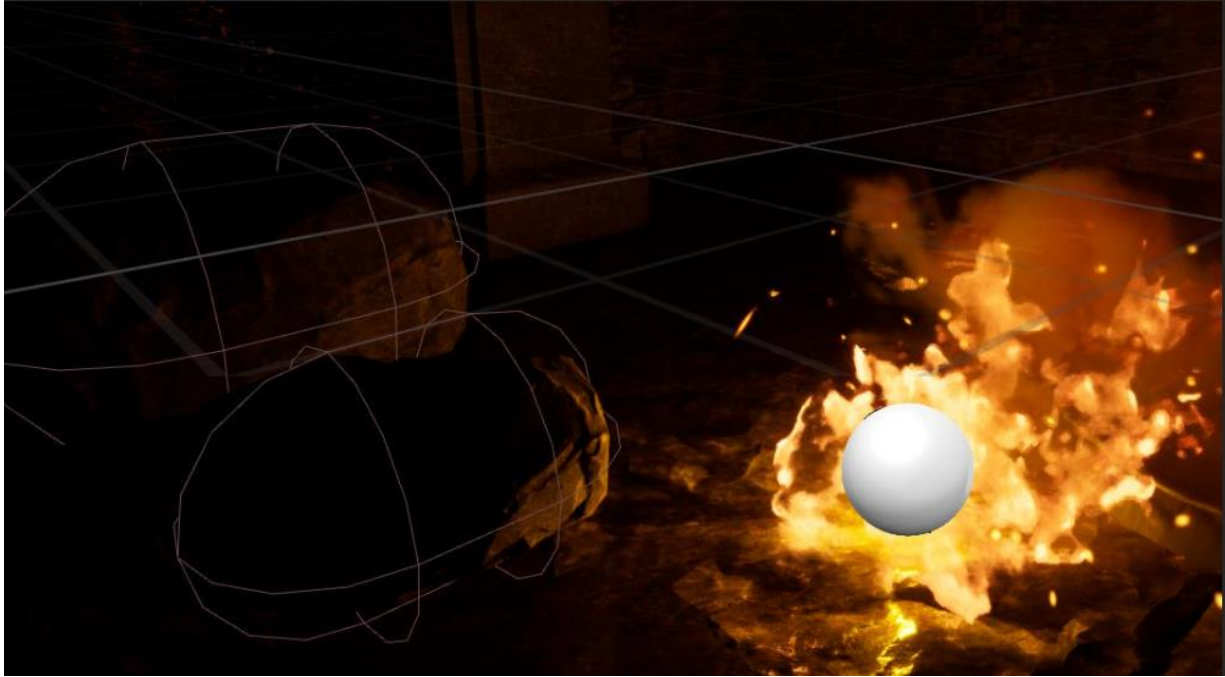
Lights and Effects - Tropical scene outside the cave with directional light.

Exports - Palm trees and include basic mesh collision and are imported from Jennifer, created in 3DMax.

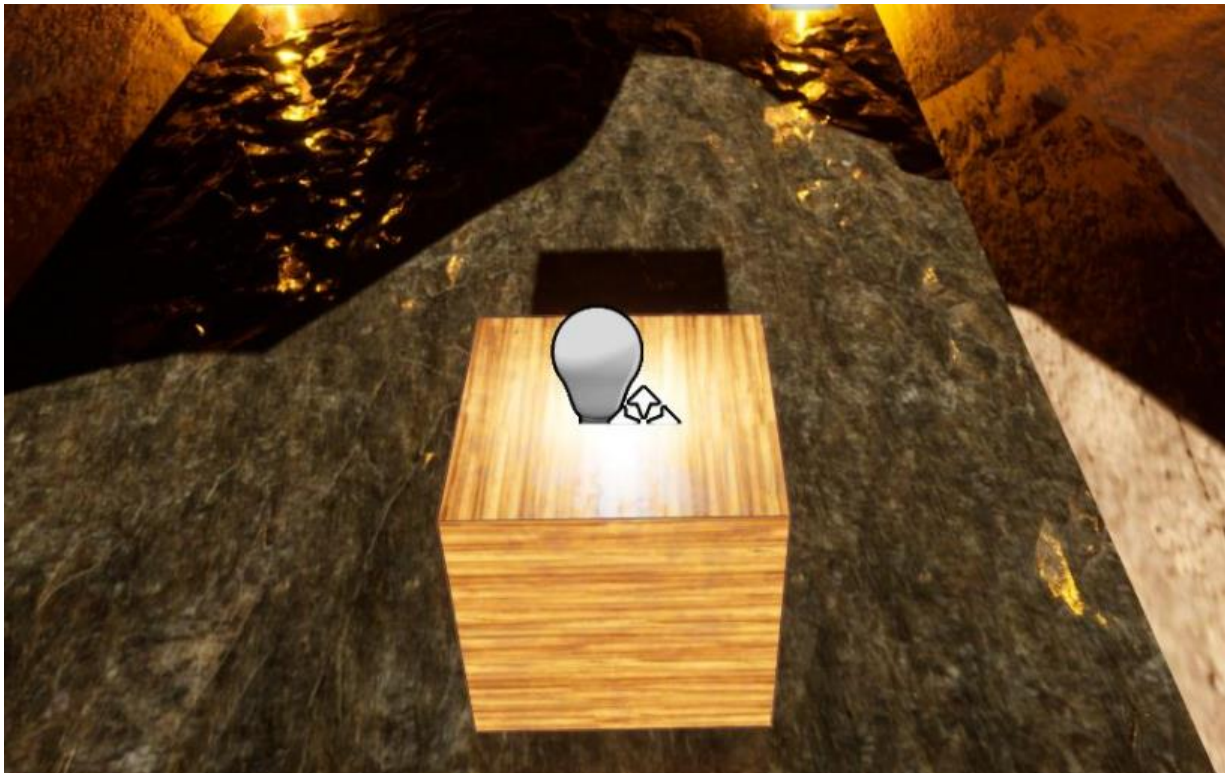


## LEVEL 2: *The Cave*

Rocks are knocked around by Pawn Player with colliders. Fire effects made from a light that dims and brightens every 10 seconds



This box has a light that changes color when interacting with the pawn player.





This gate kills the player if they collide with it. The trigger box takes the player to the next level if they have “the key”.

