# COMP1150/MMCC1011 Game Design Task Report

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Unity features used in this assignment (PLEASE COMPLETE CLAIMED COLUMN AND TOTAL):

|  |  |  |
| --- | --- | --- |
| **Effect / Feature** | **Marks** | **Claimed?** |
| A **First Person controller** with which the player can navigate the scene | - | **YES** |
| An **outdoor** section built using the Terrain editor (and dressed appropriately with terrain elements) | 25% | YES |
| A dressed/furnished **indoor** section constructed using ProBuilder and/or Unity primitives (cubes, spheres, etc) | 25% | YES |
| Appropriate [textures](https://docs.unity3d.com/Manual/Shaders.html) on the indoor section | 5% | YES |
| * Appropriate textures using [height and normal maps](https://docs.unity3d.com/Manual/StandardShaderMaterialParameterNormalMap.html) | + 5% | YES |
| A simple single-state [animation clips](https://docs.unity3d.com/Manual/animeditor-UsingAnimationEditor.html) | 5% | YES |
| A [multi-state animation](https://docs.unity3d.com/Manual/AnimationStateMachines.html) that responds to trigger or mouse events | 5% | YES |
| Direct [light sources](https://docs.unity3d.com/Manual/LightSources.html) beyond the default Directional Light | 5% | YES |
| * [Baked indirect lighting](https://docs.unity3d.com/Manual/LightMode-Baked.html) in the Indoor section | + 5% | YES |
| * Use of [light-probes](https://docs.unity3d.com/Manual/LightProbes.html) for dynamic indirect lighting | + 5% | YES |
| Use of [reflection-probes](https://docs.unity3d.com/Manual/ReflectionProbes.html) and reflective surfaces | 5% | YES |
| Appropriately chosen [post-processing effects](https://docs.unity3d.com/Manual/PostProcessingOverview.html) | 5% |  |
| * Using both global and non-global (trigger) volumes | + 5% |  |
| Use of [multiple cameras](https://docs.unity3d.com/Manual/CamerasOverview.html) (e.g. overlaid cameras or rendering to a texture) | 5% |  |
| [Particle systems](https://docs.unity3d.com/Manual/ParticleSystems.html) | 10% | YES |
| Objects controlled by [physics](https://docs.unity3d.com/Manual/PhysicsSection.html) | 5% | YES |
| * Using [joints](https://docs.unity3d.com/Manual/Joints.html) | + 5% | YES |
| Appropriate 3D spatialised [audio sources](https://docs.unity3d.com/Manual/AudioOverview.html) | 5% | YES |
| * Audio [reverb zones](https://docs.unity3d.com/Manual/class-AudioReverbZone.html)**,**[effects](https://docs.unity3d.com/Manual/class-AudioEffectMixer.html) and [filters](https://docs.unity3d.com/Manual/class-AudioEffect.html) | + 5% | YES |
| **TOTAL:** | INSERT TOTAL 120% PERCENTAGE CLAIMED | |

**Note:** Totals greater than 100% will be rounded down.

On the following pages you should indicate where each of the above features that you’ve claimed appear in your game, using screenshots to direct the marker. You will not get marks for a feature that is not documented in your submitted report. Additionally, features will not receive marks if they cannot be easily located within your scene and hierarchy.

Ensure your completed report is both saved in your assignment repository (on GitHub) and submitted via the Game Design Task submission link on iLearn. Submission of this report via iLearn notifies the markers that your Game Design Task GitHub repository is ready to be marked.

## 1. Terrain

**Features used**:

* An **outdoor** section built using the Terrain editor

**Where in Hierarchy**

* /Terrain

**Description**:

Terrain is grassy hilly area with a pond. There are flowers and trees which populate the hills. The mountain is covered in snow. There is a levitating foundation where the house falls into place and there are stairs which lead you to the door.

**Screenshot**:

A picture containing text, stationary, envelope

Description automatically generated

## 2. Environment

**Features used**:

Conifer trees

Grass

Flowers

Water

Particle effects (rain above the pond)

Reflective orb

Default directional light

**Where in Hierarchy**

* Within Terrain settings

**Description**:

**Screenshot**: A picture containing grass, tree, sky, outdoor

Description automatically generated

A picture containing sky, grass, outdoor

Description automatically generated

# Assets Used

You are allowed to use any 3rd party assets (models, textures, scripts, music, sfx, etc) in creating your game, so long as you have license to use them. Copyright violation is a breach of academic integrity and will be treated appropriately. Your report **must** include a list of all such assets that you use in your game.

## Textures

* E.g. Grass, Wood, Brick - **50 free textures with Normal Maps** by rubberduck ([OpenGameArt.Org](https://opengameart.org/content/50-free-textures-5-with-normalmaps))

## Details

## Models

## Scripts

## Audio