

## **CS427 - 3D Visualization and Game Development**

### **Final Project – 3D Games**

There are 2 scenes:

- UI Menu: Gives instruction and Start button. [Canvas, change scene on click, audio...]
- Game: The main part of the project.

- . Build the mountains and hills terrain, lake, different kinds of trees and grasses.
- . Include the wind zone and restart button.
- . Use Third person controller, change Ethan clothes.
- . Has time countdown system.
- . Objects disappear on collision.
- . Has score adding system.

My biggest reference is from Mr. Dat Thanh Youtube's channel.

I also looked up ways to fix bugs and to implement my ideas.