

## Your Names and numbers:

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**Daniela Peixoto, nº 22305364**

**André Sebastião, nº 22008519**

**Alexandre Teixeira, nº 22005142**

## What is the environment?:

**It will be inside a log cabin in a forest, during a snowstorm.**

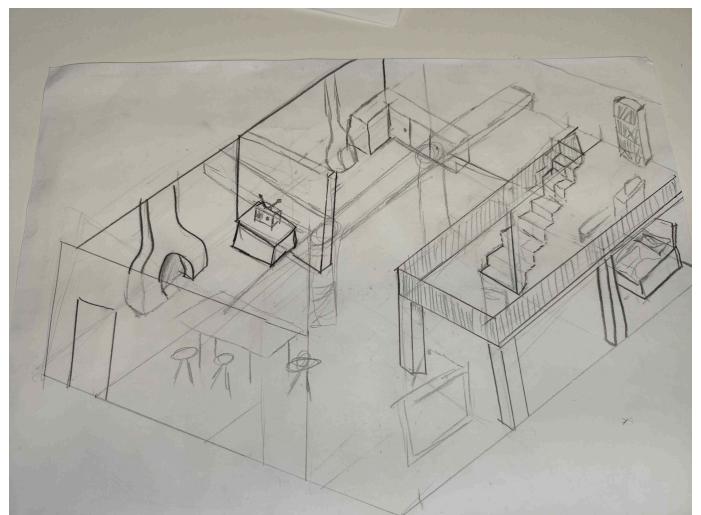
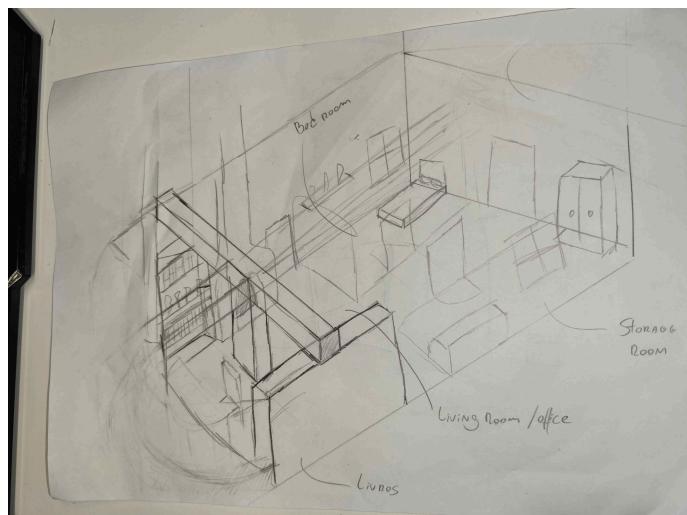


## What time period or year is it?:

**Late 90's, early 2000's.**

## Provide drawing or sketches of what the environment will look like:

**2 examples of what the inside of the cabin might look like.**



**Describe how you plan to implement the 3 props from the 3D modeling subject into your scene:**

I plan to make books for decoration and for the manuals we're going to use, furniture like a chair and a table - Daniela.

**What is the color palette you will be aiming for?:**

The color palette consists of a variety of 3 to 4 reddish to very dark browns and some “dry” reds, greens and blues to give some contrast but without over-saturating the colors.

**What is the story behind the scene?:**

During a snowstorm, in the middle of the woods, you are stuck in an old log cabin with the basic necessities such as food, water and warmth from an old stove. This cabin has mostly rustic furniture, was neatly packed but now is filled with communication equipment and old records of the ruins your team is exploring, making a mess of scattered papers and books all over the place.

**What type of game is it?:**

First-person, 3D, Single-player, Escape Room.

**What challenges do you see for yourself while constructing it?:**

Being 4 artists, having a vast list of well-modeled and textured objects, all low or mid-poly.

**What parts do you think will be easiest?:**

Probably a more primary version of our hut, with everything blocked out so that we didn't know where to put everything.

**Any other thoughts or information I should know about you or the scene?:**

Some of us are only learning now or still learning from practice to 3D model.