# COMP1150/MMCC1011 Game Design Task Report

**Name**:

**Student ID**:   
**GitHub username:**

Unity features used in this assignment:

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

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

On the following pages you should indicate where each of the above features 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 included 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**:

**Screenshot**:

## 2. Example: Burning Tiki Lamps

**Features used**:

* Direct [light sources](https://docs.unity3d.com/Manual/LightSources.html) beyond the default Directional Light
* Particle effects

**Where in Hierarchy**

* /Terrain/Torches/Tiki Torch 1-10

**Description**:

**Screenshot**:

# 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