A gorilla standing on a green surface

Description automatically generated

Imported a Gorilla model from the Character Creator program and set it up for Unity. Added idle and jump animation, which are triggered by an Object with tag "Banana". Implemented AI navigation for roaming to random positions on a surface, and head tracking of a banana object.

A computer screen shot of a computer code

Description automatically generated

Gorilla Manager script that checks if all gorillas have a banana.

A screen shot of a computer code

Description automatically generated

Used a coroutine to make the gorilla move to a certain position when the human enters the scene.

A screenshot of a video game

Description automatically generated

4 Created a new scene, imported character and added customised animation, so the character looks like he’s cutting the trees.

A screenshot of a computer

Description automatically generated

5 Added new scene called “Rainforest”, downloaded assets such as Palm Trees, plants and terrain.

A screenshot of a computer

Description automatically generated  
6. Added Palm trees to the terrain using a brush in the inspector window.

A screenshot of a video game

Description automatically generated

5. Added details, such as fog, small jungle plants and sound effects.

A white background with black text

Description automatically generated

A screen shot of a computer

Description automatically generated

Adjusted animations for looping and AI Navigation

A computer screen shot of a program code

Description automatically generated

State switching for Human.