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.

A screenshot of a video game

Description automatically generated

Shifted implemented assets into a new scene with the built environment.

A screenshot of a computer

Description automatically generated

Set parameter-based transitions between the walking and idle states. The speed parameter monitors the movement of the navmesh agent.

A screenshot of a computer

Description automatically generated

A screen shot of a computer program

Description automatically generated

Changed the gorilla movement with predetermined destination to a simpler method. Set up a first working environment where two gorillas can receive bananas, hold them in their hand and wait until both receive bananas to simultaneously move to a location. The human starts to approach a tree at this time. The performance of the environment is acceptable although it could be improved (dips of <15fps (with realtime lighting) ).

A computer screen shot of a computer code

Description automatically generated

Gorillas face the human when they go in "attack mode"

A screen shot of a computer code

Description automatically generated

Implemented a timer between the collection of all bananas and the movement towards the human.

A screenshot of a computer

Description automatically generated

Added walking animation to human.

A screenshot of a computer

Description automatically generated

Gorilla animator updated with throwing bananas animations.

A screen shot of a computer screen

Description automatically generatedA screen shot of a computer

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Description automatically generated

Throwing effect is implemented using an animation event that uses the method "ThrowBanana". This detaches the banana object from its parent and adds a force to the rigidbody sending it forward.

A screenshot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated

Changed the animations controllers to allow smooth transitioning from one stage of the animation to the next.

A computer screen shot of a program

Description automatically generated

Inserted narration lines as children of the scene manager object that can be played during the scene.

A screen shot of a computer

Description automatically generated

First test build. Some performance issues need to be fixed.