

Environment for “My Island” Scene

Describe to the audience what type of game you are creating for this Island Scene (ex. Action game). Describe how your various components (assets, skybox, colors) contribute to the mood and feeling of this type of game. Write (1) sentence on the two assets you downloaded for the asset store and how they contribute to your game. Describe your custom object you created with basic 3D Objects and Materials and how this contributes to the game. Lastly, what was (1) challenge you had in creating this environment and how did you fix it.



On the previous slide, show multiple pictures of your game environment (minimum two). One of those three pictures can go on this page with your write up.