

Computer Programming & Game Design I

Directions: Level 2 (Build My Town)

1. Create a new Unity Project (called **L2 - My Town**); make sure to save in your Level 2 folder in your student account. Open this project in Unity.
2. Go to the **Handouts** folder for our computer lab. Find the folder labeled **Area 730**. Right click on this folder and choose **Copy**
3. In your student account, go to your new project **L2 – My Town** project folder. Go into the Assets folder. Once there, right click and choose **Paste**. Because of the size of this folder (combined with all of us downloading at once), this process could take a few minutes.
4. Once the files are done transferring into your student account, you will now go into Unity. Once in Unity, it will feel like your Unity program is “frozen” (where you can’t move anything). This is because the files are now transferring into Unity. Once again, this process could take a few minutes.
5. Using the Transform Tools (Navigate, Move, Rotate, Scale) in the Scene View, you will insert various models from the “Cartoon City” project file into a scene where you will create your own town environment.
 - a. To create a new scene, go to File > New Scene
 - b. Save this scene immediately as **My Town.unity** in your Assets folder
 - i. Remember, when you go to the Save As screen, **DO NOT** change where your file will be saved at. Unity automatically saves it to your Assets folder (which is where it needs to go; we can move this file to another folder later).
 - c. Objects you will use in this assignment can be found:
 - i. Go to the Assets Folder > Area 730 > Stylized City followed by:
 1. Models folder OR
 2. Prefabs folder
 - d. In your blank scene, you will build your town for a game you are creating. Use your imagination here! It can be a friendly town where everyday cars are driving by. It could be a town where the military has invaded (you have a number of military assets here) and you have tanks going through the city, planes above, and cars overturned. This is what you need to at least include:
 - i. Enough roads to make up at least (4) intersections
 - ii. At least (5) buildings
 - iii. Good use of landscaping objects assets (trees, bushes, gardens, grass, etc.)
 - iv. At least (10) vehicles (cars, planes, military vehicles, etc.)
 - v. At least (10) people
 - vi. Good use of light posts, fences, gates, etc.
 - e. You will be graded on how well all the objects are scaled with one another (for example, a car is not way bigger than a building) and the perspective of how well your objects are laid out (for example, a car is not going through a building). You will also be graded on good use of rotating.

