

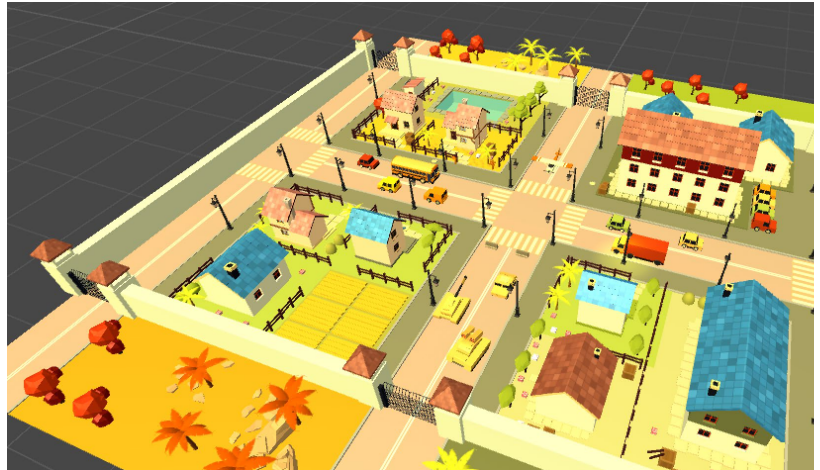
Graphics for Game Development

Directions: "My Town" Game Scene

1. Open your Unity project **Intro to Unity**
2. I have downloaded the assets package that you will need for this assignment. In order to retrieve it, go to the "Handouts" folder for our class. Right click and copy the **Area 730** folder. Then paste this folder in the Assets folder for your **Intro to Unity** project.
3. Using the Transform Tools (Navigate, Move, Rotate, Scale) in the Scene View, you will insert various models from the **Area 730** project folder 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** in your Scenes folder located in Assets
 - 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.