

Computer Programming & Game Design I

Directions: Level 3 (My Island Scene)

1. Inside your Level 3 Project, create a new scene (save it as **MyIslandScene** in your Scenes folder)
 2. In your blank scene, you will build a scene for a game that will take place on an island. Water will surround your island (keep this in mind when building your terrain). The mood of what takes place on the island is up to you (a paradise island, terror island, etc.). You need to include at minimum the following:
 - a. Add a terrain GameObject. Name the terrain object **IslandTerrain**
 - b. Good use of mountain ranges throughout the island (it's understandable that you will have some flat areas and not everything will be a mountainous range)
 - i. Good Use of the Terrain Tools we learned (such as smoothing out various peaks)
 - c. Water should surround your land (use a Prefab from the Environment folder or find another one of your choice)
 - d. Numerous areas of your island where we see a beach (you may have some areas where high elevations are next to the water)
 - e. At least (2) trails going through your island
 - f. Good use of textures for your terrain including rocks, grass, dirt, and sand
 - g. Good use of (2) types of trees (palm trees would be a good idea for one of those trees as this is an island)
 - h. (1) skybox (of your choice)
 - i. (2) assets you download from the Asset Store of your choice to go somewhere in your island (for example, an abandoned ship on the beach, a bridge going over a river you created, etc.)
 - i. Please make sure this asset is a parent in your Hierarchy Window; rename as **Asset1** and **Asset2**, respectively; so, I can find them easier)
 - j. (1) 3D GameObject Parent made up of at least (6) 3D Objects (as its children). This is similar to the "Wood Terrain" you made for our practice assignment (but now making something of your choice; for example, a bridge)
 - i. Create an empty GameObject (in Inspector, name it **My3DObject**)
 - ii. Using any basic 3D Objects from Unity (NOT from the Store; only from the GameObjects > 3D Objects menus), create something that will go on your island (for example, an abandoned shelter made with various 3D cubes)
 - iii. Use materials/textures of your choice in adding to these 3D Objects (ex. wood texture)
 1. Place materials and textures in the appropriate folders you set up
3. Like your other assignments, you will be graded (in addition to including all requirements above) on how well all the objects are scaled with one another and the perspective of how well your objects are laid out.



Source: <http://www.3dmagicgames.com>

This assignment will be used in future assignments we do (in which we will add a little to your island with each assignment). So make sure this island gets completed as it will be used a lot the rest of the semester. Good luck!