

Computer Programming & Game Design I

Directions: Level 4 (Changes to "MyIsland")

You created such great environments and terrains with your Level 3 Lesson Assessment. Now we are going to start adding items we have learned about to your island:

1. Open your Level 3 Project; open your **MyIsland** scene from the Level 3 assignment you worked on. Resave this file (File > Save As) as **L4MyIsland** (that way we have a separate file with changes to your island).
2. Change your skybox to a night time scene (unless it already is one) to make it easier to see the lighting effects you are going to add below.
3. Add the following to your island:
 - a. (1) FPS Prefab to your scene (from the Characters asset package you downloaded in #2 above). Once your game is played, your FPS Controller should be on the ground immediately (not falling down from underneath the terrain OR falling from the sky onto the ground).
 - i. As for where the FPS should start at, place this object on one of your trails (so that when the game is ran, your FPS Controller begins immediately on the trail)
 - b. Download and insert (2) assets from the asset store where lighting will be used in letter c below (street lights, spaceship, open treasure chest, etc.). Be creative!! Properly name these assets as **Asset3** and **Asset4** in your Hierarchy Window.
 - i. Note: make sure these assets don't already come with lighting settings attached to them.
 - c. (2) different types of light (OTHER THAN the directional light that is already in your scene) which will be used in conjunction with your (2) assets that you downloaded in letter b above.
 - i. Make sure the perspective looks correct with the light you use
 - ii. If you have a skybox where it is daylight, keep in mind your lights will probably need to be inside somewhere so it's easier to see (if you wish, change your skybox to a nighttime or darker sky so we can see your lighting easier).
 - iii. Insert these two light objects as children of **Asset3** and **Asset4**, respectively.
 - d. (1) camera which displays an overview of your island (you choose the angle). Remember: you will have to turn off your FPS Controller before running the camera and testing it to see if it will work. Properly name this camera **IslandLookout** in your Hierarchy Window.



- **Extra Credit:** Add a PIP map for your game. You choose the 3D Object you want use in your map to show the viewer where your player is at (in the video, it was a red sphere; you can change this if you want; just make sure it's visible enough on the map). Properly name this camera with your map **GameMap** in your Hierarchy Window.