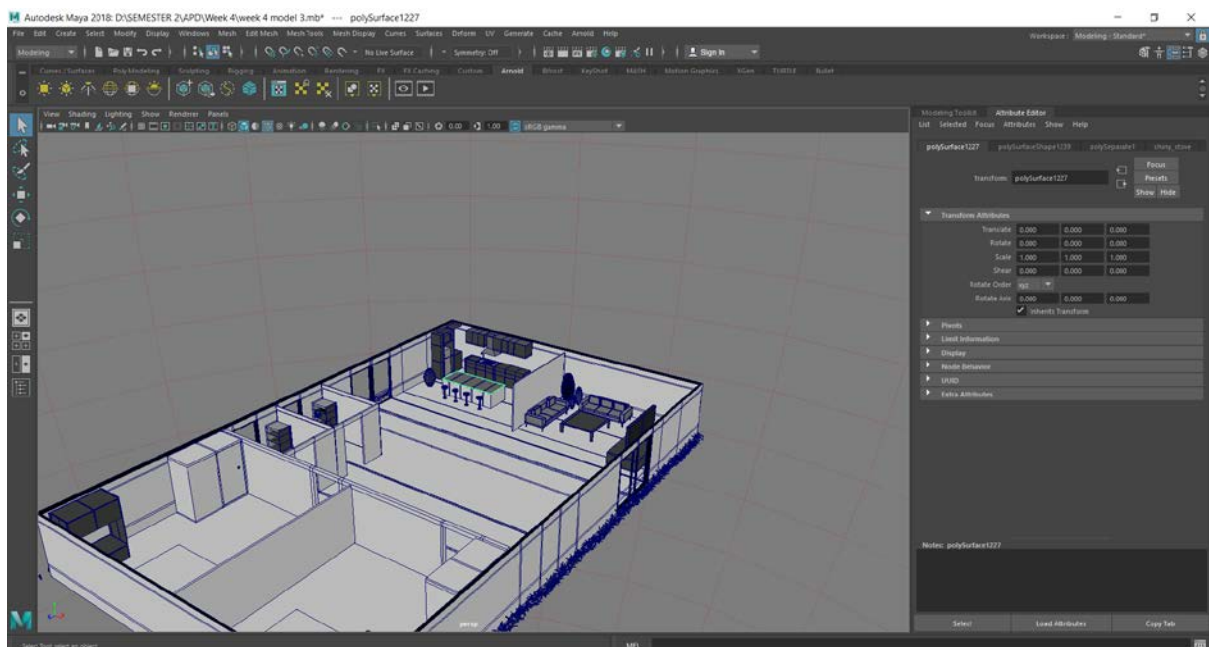
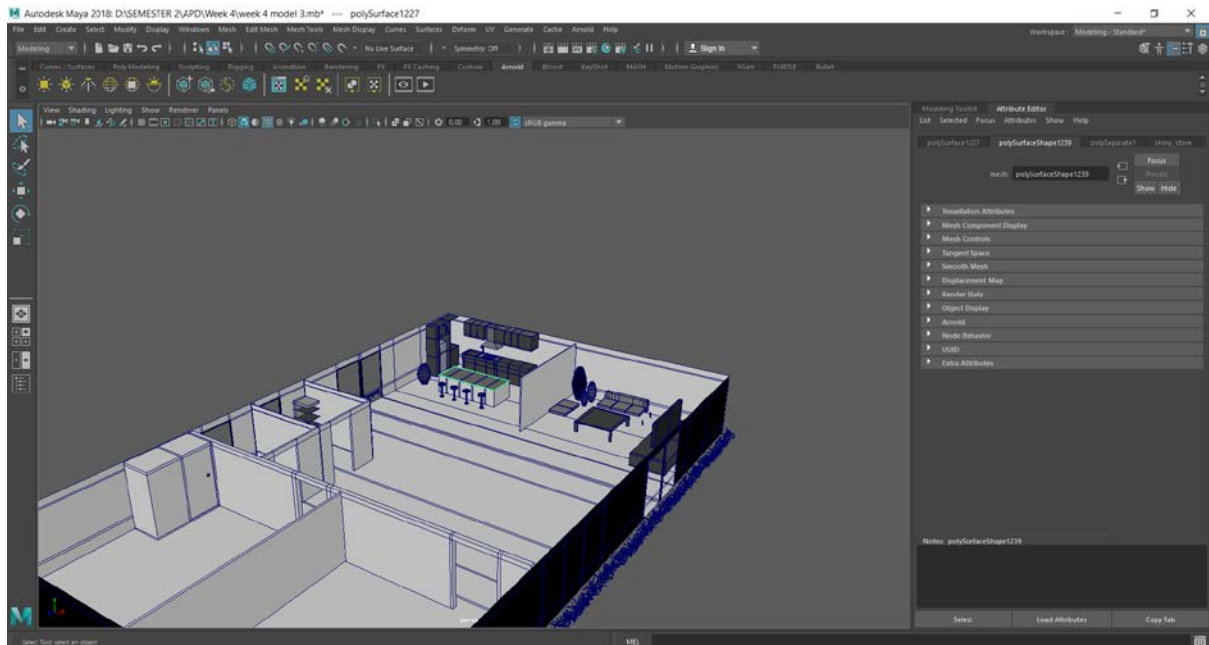


Advanced Play Design

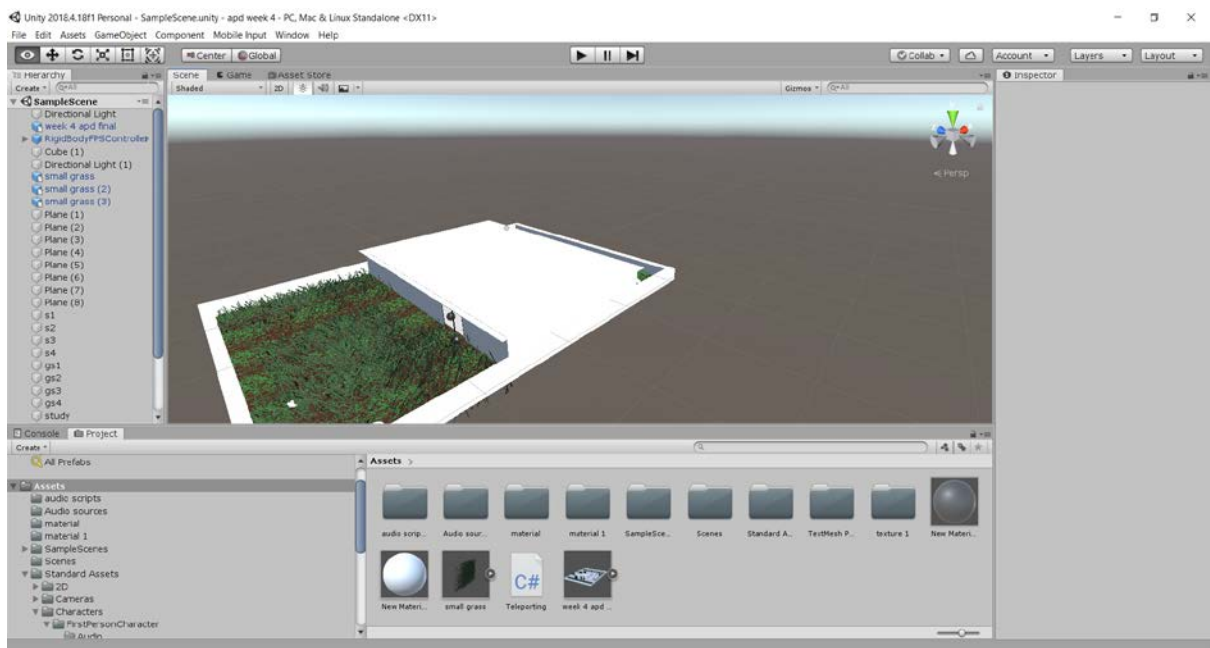
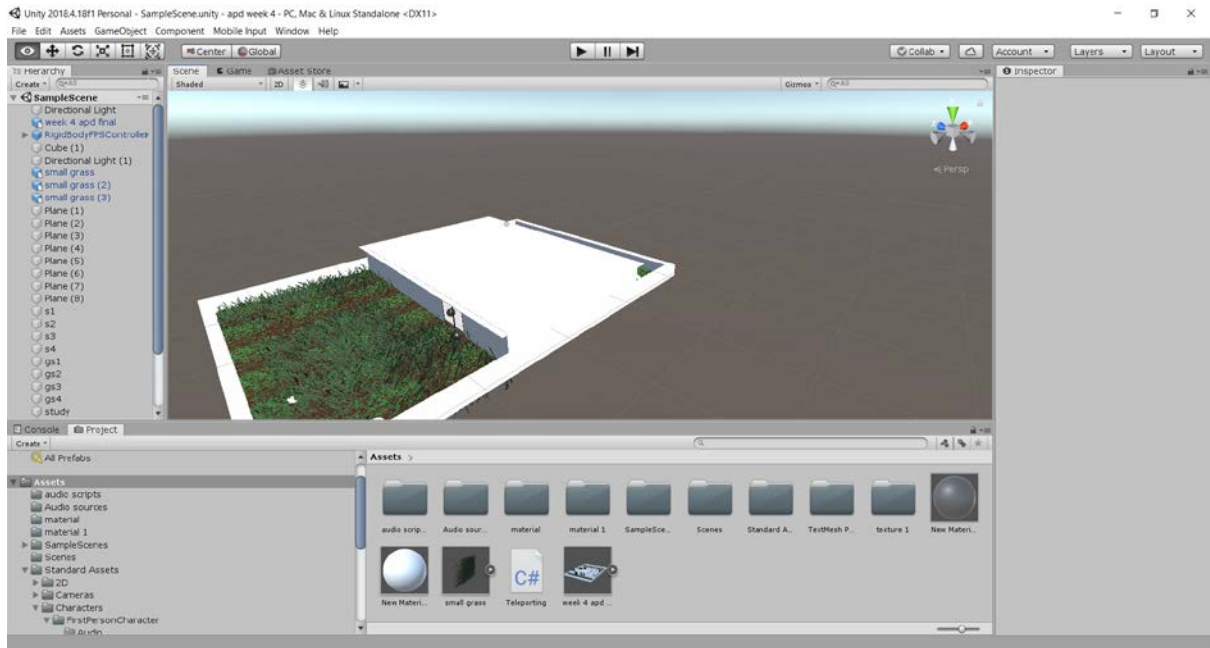
Week 4 – Play and Place

Documentation of work

For this project, I started working with the 3d model in Maya.



Further, I took the model to Unity and created a walking simulation In Unity.



After creating the walking simulation, I worked on the teleporters. I added the following script to the teleporters to help the player move from one place to another.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 [SerializeField]
6 public class Teleporting : MonoBehaviour
7 {
8     public Transform teleportTarget;
9     public GameObject thePlayer;
10
11     private void OnTriggerEnter(Collider other)
12     {
13         thePlayer.transform.position = teleportTarget.transform.position;
14     }
15
16 }
17
```

After the teleporting areas worked perfectly, I shifted to work with the sounds in my project.

I worked with adding audio triggers to the scene where the player would hit and hear sounds.

