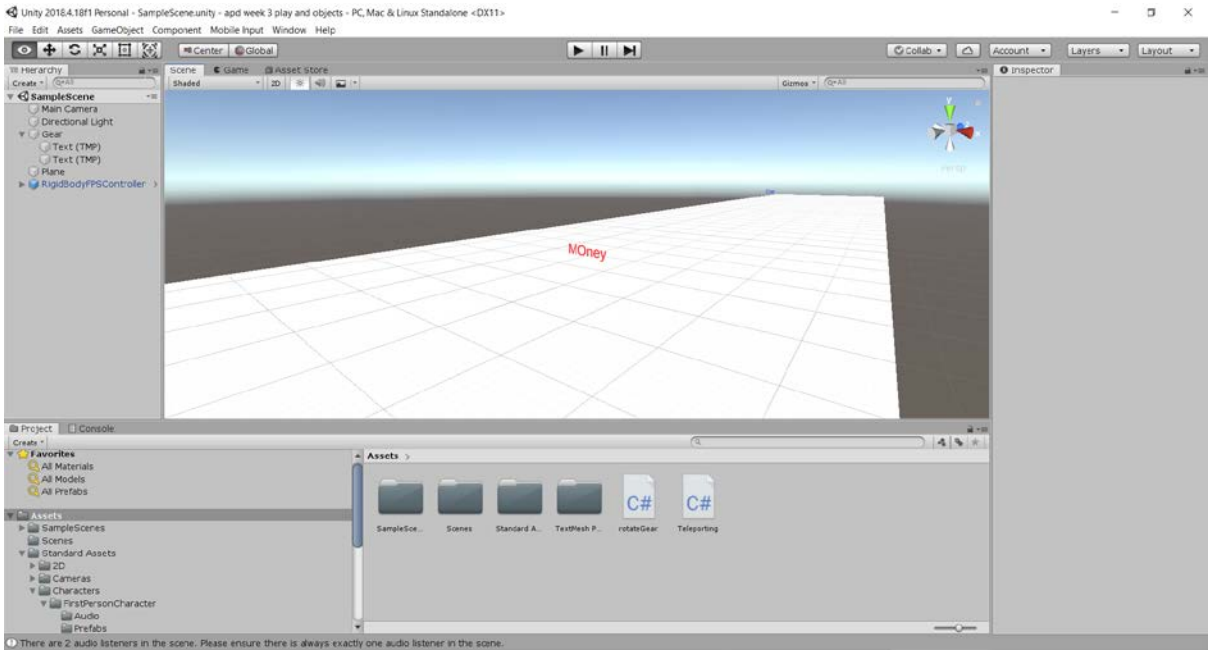
Advanced Play Design

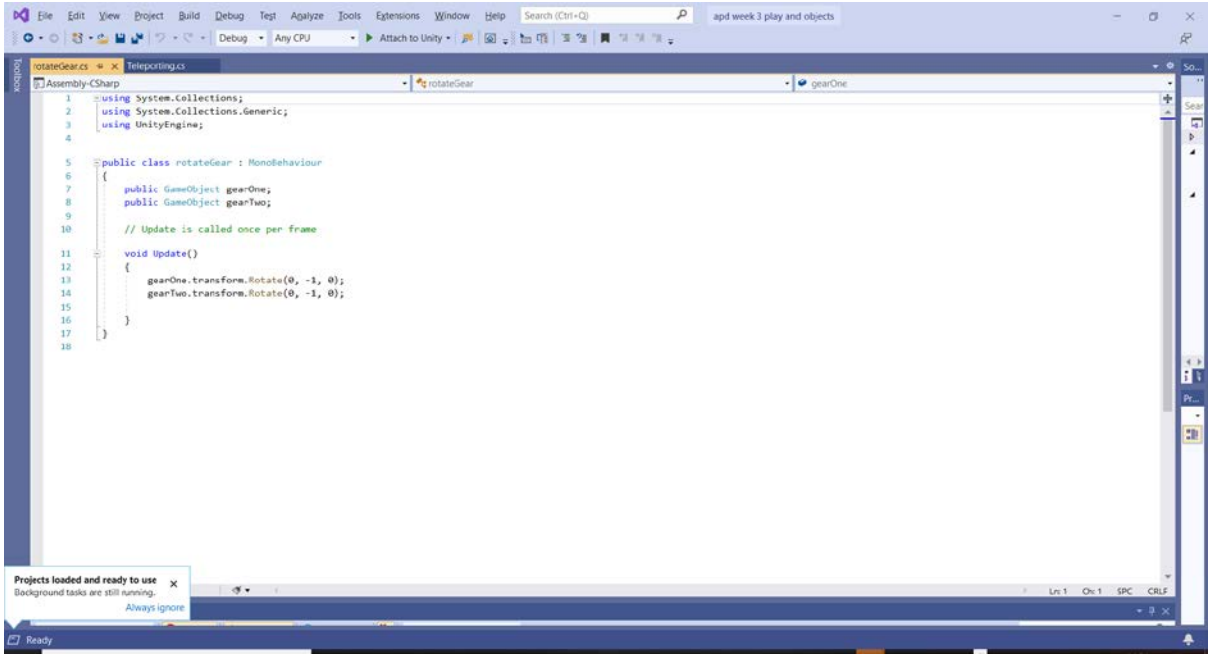
Week 3: Play and Objects

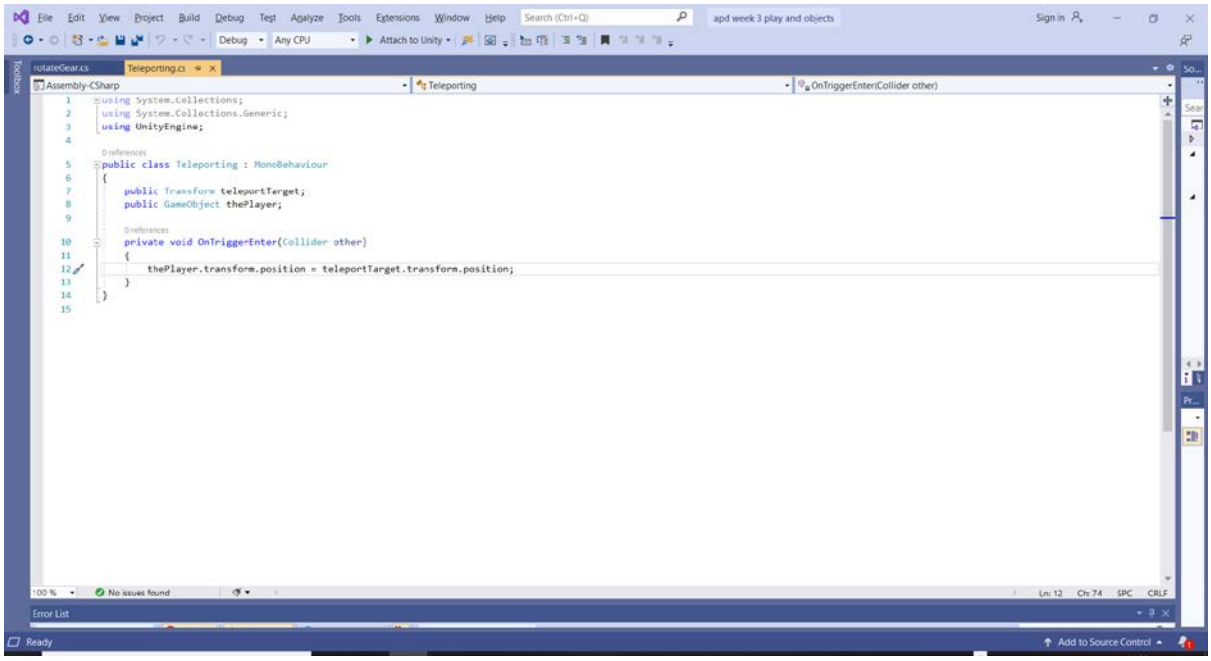
Documentation of work

Trying various scripts and functionality of things



Testing codes: Testing the code took a longer time than I anticipated. These are the final codes I arrived at. I used a teleport code for this circular game and a rotation code to rotate the text.



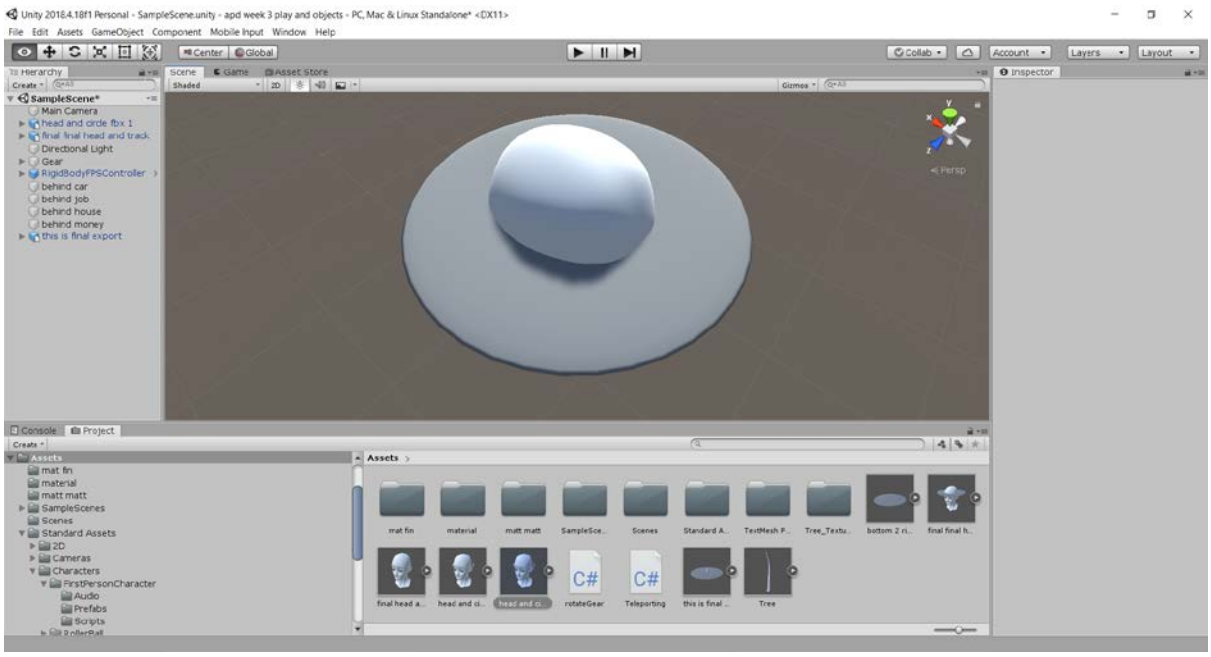


Model:

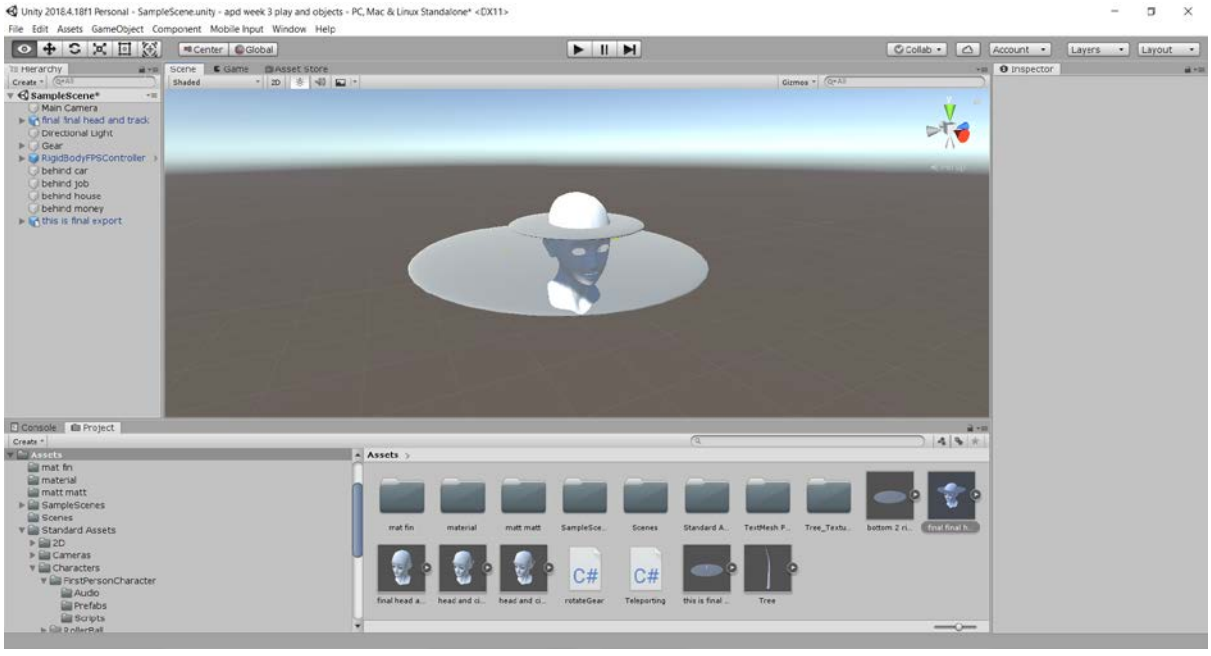
Working with the model and adjusting the track:

I started with the track and the human head to look like this. But the track was very small and my first person character fell down the track every time I tried to move the character. I had also placed the track above the head of the person to represent human wants on their minds initially.

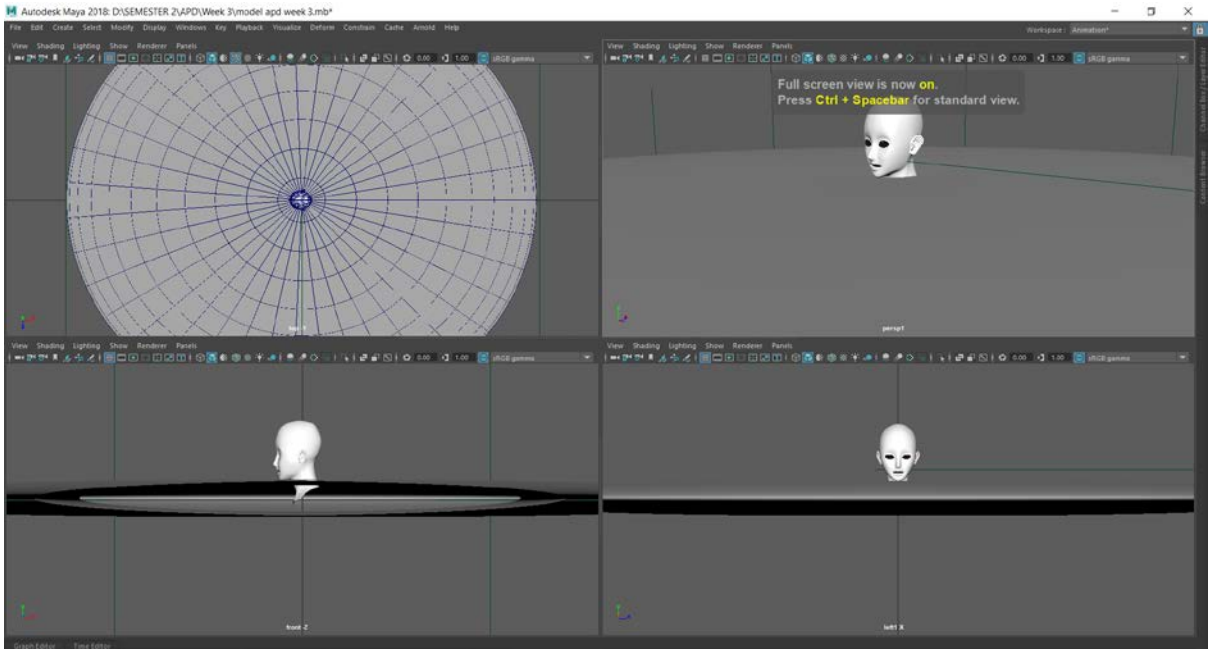
Eventually, I decided to increase the track size above the head. As I increased the track size, the human head became less visible and only the top of the head could be seen.

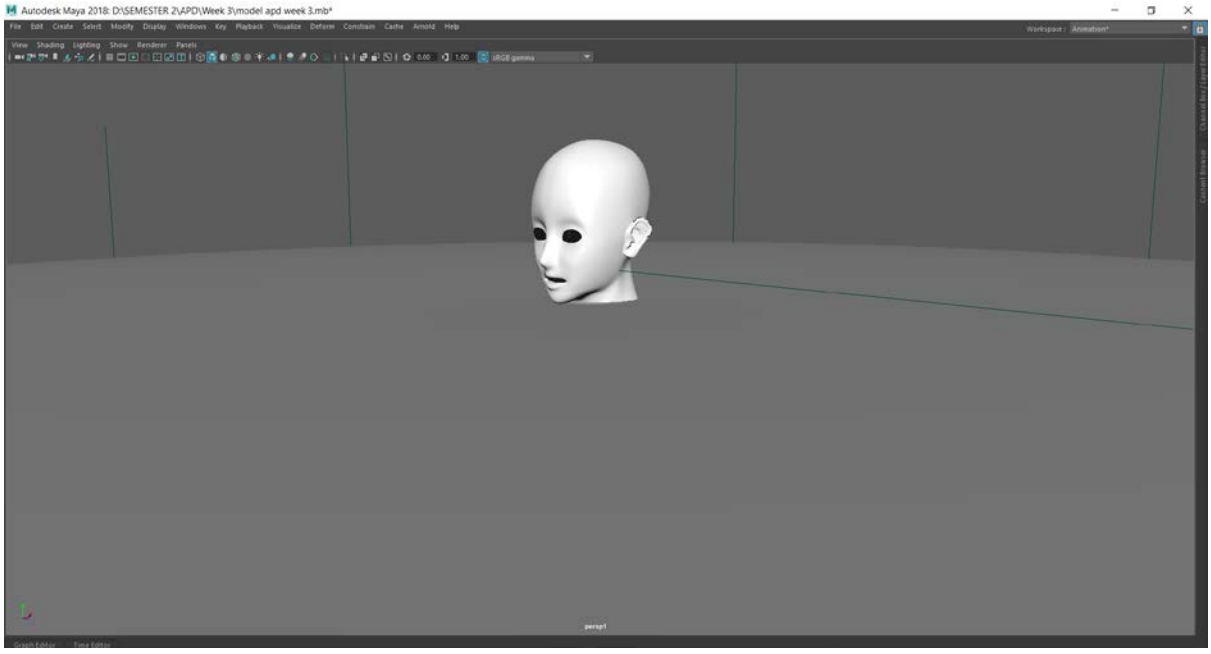


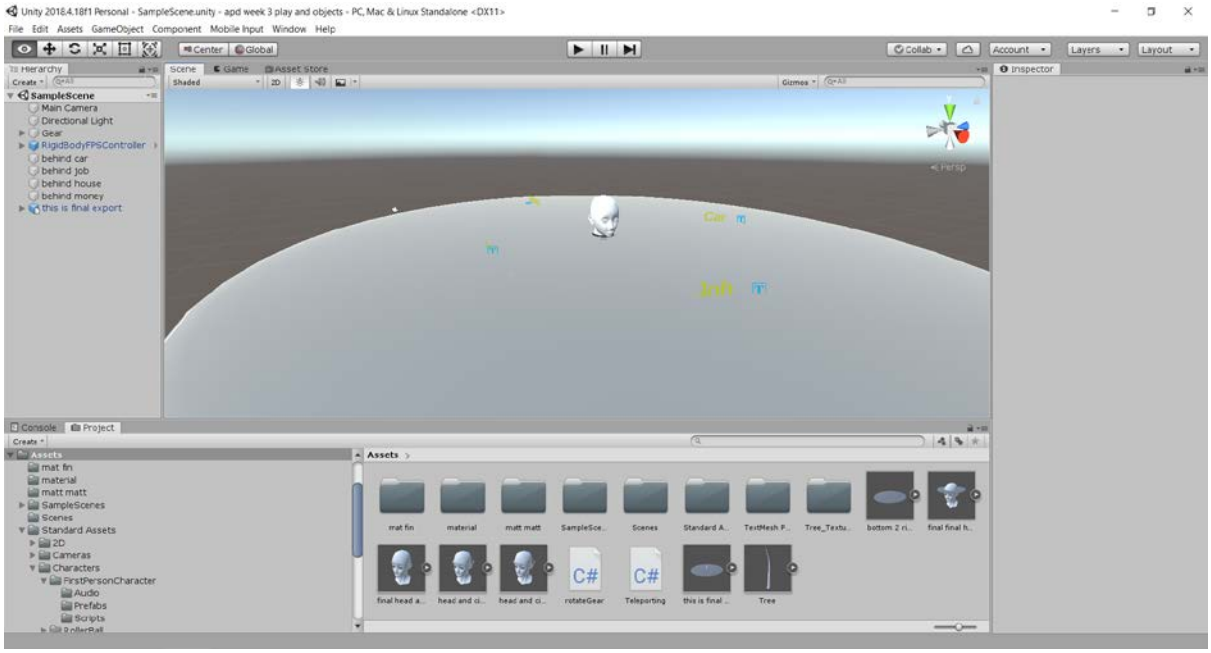
The rest of the model was not visible at all, and hence, I decided to alter the track further.



I tweaked the head and the model some more in Maya and arrived at this model, where the track was large enough for the first person controller to run and the human head was clearly visible too.


Autodesk Maya 2018: D:\SEMESTER 2\APD\Week 3\model apd week 3.mb*
Full screen view is now on.
Press Ctrl + Spacebar for standard view.


Autodesk Maya 2018: D:\SEMESTER 2\APD\Week 3\model apd week 3.mb*


Unity 2018.4.18f1 Personal - SampleScene.unity - apd week 3 play and objects - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Mobile Input Window Help
Center Global
Collab Account Layers Layout
Hierarchy
Create
SampleScene
Main Camera
Directional Light
Gear
RigidBodyFPSController
behind car
behind job
behind house
behind money
this is final export
Scene Game Asset Store
Shaded 2D Gizmos
Persp
Inspector
Console Project
Create
Assets
mat fin
material
matt matt
SampleScenes
Scenes
Standard Assets
2D
Cameras
Characters
FirstPersonCharacter
Audio
Prefabs
Scripts
Assets
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SampleSce...
Scenes
Standard A...
TextMesh P...
Tree_Textu...
bottom 2 ri...
final final h...
final head a...
head and ci...
head and ci...
C#
rotateGear
C#
Teleporting
this is final ...
Tree