This project can be accomplished either in Unity or Vizard

Please submit your assignment by: 4/10/2019

References: Lynda.com [1. Unity 3D Essential Training, 2) Unity: Interactivity for AEC]

Submission:
Submit your code files and all scene assets in the SHARMASHARE directory on the network.
[:\SSharma Share\COSC729-Submissions\Assignment5]

Description:

Create a basic environment with roads, stop signs, traffic lights for car navigation.

1) **Add 4-way traffic intersection** in the environment [40 points]
   - Add school bus in the environment
   - Add traffic lights and stop signs
   - Add back view and top view window
   - Add first person or second person controller for car navigation.

2) **Create animation triggers** [30 points]
   - For pedestrian movement, traffic lights
   - Add other cars (static and dynamic) on the road (animation sequences).
   - Add hazards and Explosions

3) **Build simple User Interface (UI)** buttons for interaction [20 points]
   - Add audio
   - Add slider, button
   Button: [https://unity3d.com/learn/tutorials/topics/user-interface-ui/ui-button](https://unity3d.com/learn/tutorials/topics/user-interface-ui/ui-button)
   Slider: [https://unity3d.com/learn/tutorials/topics/user-interface-ui/ui-slider?playlist=17111](https://unity3d.com/learn/tutorials/topics/user-interface-ui/ui-slider?playlist=17111)

4) **Compile the project as a desktop build or Publish (exe)** [10 points]

Submit 2 folders on the shared drive
   1) Complete Project
   2) Desktop built.