



LEBANON HIGH SCHOOL

COMPUTER TECHNOLOGY

Submarine Simulator

	A	B	C
Camera	<ul style="list-style-type: none">• Follows submarine		
Submarine	<ul style="list-style-type: none">• Semi-realistic appearance• Can move forward and backward• Can turn left and right• Can ascend or descend• All movement is physics-based	<ul style="list-style-type: none">• Recognizable as a submarine• Can move forward and backward• Can turn left and right• All movement is physics-based	<ul style="list-style-type: none">• Can move forward• Can turn left and right
Terrain	<ul style="list-style-type: none">• Unity Terrain Object• Basic texturing	<ul style="list-style-type: none">• Unity Terrain Object	<ul style="list-style-type: none">• Plane or imported object
Water Surface	<ul style="list-style-type: none">• Unity Water	<ul style="list-style-type: none">• Plane• Transparent Material	<ul style="list-style-type: none">• Plane• Material
Submission	<ul style="list-style-type: none">• Executable	<ul style="list-style-type: none">• Executable	<ul style="list-style-type: none">• Project in Unity