

COSC 729: Virtual Reality and its Applications  
**Spring Semester 2019**  
**Instructor: Dr. Sharad Sharma**  
**Assignment 5: Transportation Management and Navigation**

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, buttonButton: <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>
  
- 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.