**Team 5- Served Hot Studios**

**References:**

**Fish asset:**

[1] Marcus Vinicius. (2018). *Low poly fish.* Available: [https://sketchfab.com/3d-models/low-poly-fish-372cf57211e2429bb53e9863fc603596. Last accessed March 2020](https://sketchfab.com/3d-models/low-poly-fish-372cf57211e2429bb53e9863fc603596.%20Last%20accessed%20March%202020).

**Penguin (Mesh, animations, textures, materials) and Snow Block (texture):**

[2] SURIYUN. (2018). *Cute Penguins.* Available: https://www.unrealengine.com/marketplace/en-US/product/cute-penguins. Last accessed January 2020.

**Particle effect on Golden Fish:**

[3] Advanced Asset Packs. (2015). *Advanced Village Pack.* Available: https://www.unrealengine.com/marketplace/en-US/product/advanced-village-pack. Last accessed March 2020.

**Hippo:**

[4] smeerws. (2018). *Medium | Hippo-Balloon.* Available: [https://sketchfab.com/3d-models/medium-hippo-balloon-90d996fa29574fe0a10514d8f07f5a50. Last accessed March 2020](https://sketchfab.com/3d-models/medium-hippo-balloon-90d996fa29574fe0a10514d8f07f5a50.%20Last%20accessed%20March%202020).

**Polar bear (Model and texture Only):**

[5] Softmind. (2019). *3D model Polar Bear.* Available: https://www.turbosquid.com/3d-models/3d-model-polar-bear-1411958. Last accessed February 2020.

**Polar bear animations and accompanying animation assets (excluding animation blueprint and blendspace) were generated using mixamo auto rigger. [6] Available:** <https://www.mixamo.com/#/>

**Birds(Animations, mesh, textures):**

[7] MalberS Animations. (2018). *Poly Art Ravens and Crows.* Available: https://www.unrealengine.com/marketplace/en-US/product/poly-art-ravens-and-crows. Last accessed March 2020.

**Dark block texture:**

[8] Textures.com. (2017). *Cracked Ice - PBR0146.* Available: https://www.textures.com/preview/pbr0169/133626?q=ice. Last accessed January 2020.

**Fonts:**

**Title font-**

[9] Rick Mueller. (2019). *Meltdown MF.* Available: https://www.fontspace.com/meltdown-mf-font-f5817. Last accessed March 2020.

**Text Font-**

[10] 9031. (2019). *Arcade Normal Font.* Available: [https://www.fontspace.com/arcade-normal-font-f871. Last accessed March 2020](https://www.fontspace.com/arcade-normal-font-f871.%20Last%20accessed%20March%202020).

**Sounds:**

**Water Splash-**

[11] Steveygos93. (2010). *Water Balloon Sound.* Available: http://soundbible.com/1463-Water-Balloon.html. Last accessed March 2020.

**Crumbling Blocks-**

[12] Mike Koenig. (2011). *Crumbling Sound.* Available: http://soundbible.com/1886-Crumbling.html. Last accessed March 2020.

**Snowball throwing sound-**

[13] Mike Koenig. (2009). *Snow Ball Throw And Splat Sound.* Available: http://soundbible.com/632-Snow-Ball-Throw-And-Splat.html. Last accessed March 2020.

**Assets Created From Scratch by Team Members for The Purposes Of This Module:**

**Thomas Knight:**

* All Menu Music.
* Power Up Pick Up Sound.
* Level Fail/Complete Sounds.
* All In Level Music.

**Rohit Lalwani:**

* QTE Quick Press Button Sprites.

**Robert Pearce-Oberholzer:**

* Water Texture.
* Lava Texture.

**Jasper Anderson:**

- All Coloured Textures for Fish Models (except original grey.)\*

\*Using the original texture supplied with the fish model under the creative commons attribution.

<https://creativecommons.org/licenses/by/4.0/legalcode>

**Bethan Symes:**

* All Level Backgrounds.
* Moving Platform Mesh (created with AutoDesk MAYA- Educational License.)
* All Menu backgrounds.
* 2D Penguin Sprites (pink and blue).
* All Menu Buttons.
* Virtual Keyboard Key Sprites.