Interactive Multimedia Project 2024

Source 1:

<https://learn.unity.com/course/create-with-code?uv=2022.3>

Adapted the code from most of the units to suit are projects requirements

Source 2:

<https://discussions.unity.com/t/rotate-object-with-quaternion-euler-and-tilt-object/225419>

Used this discussion to understand how to tilt the car in the direction of the user input and adapted the code to suit the requirements of the project.

Source 3:

<https://www.youtube.com/watch?v=BRoInRutZIU>

Used this as a guide in how to link our GitHub to the project.

Sound Sources:

Crash / Explosion Sound - https://assetstore.unity.com/packages/audio/sound-fx/grenade-sound-fx-147490

Background Music - https://assetstore.unity.com/packages/audio/music/orchestral/fantasy-medieval-combat-298404