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 including unit 6 for optimisation of the game.

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 using the Euler command in.

Used in the carTilt script.

Source 3:

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

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

Used in the linksGit script.

Sound Sources:

**Crash / Explosion Sound**

<https://assetstore.unity.com/packages/audio/sound-fx/grenade-sound-fx-147490>

used this sound as the crash noise when the car collides with one of the spawn cars

**Background Music**

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

used this sound as the background music for the game.