# 1.0. Artist:

## *1.1. Software*

* Concept art – Procreate
* AI-generated concept images <https://www.krea.ai/home>
* Modeling/animating – Blender
* Trees – TreeIt
* Textures - Affinity Photo
* Normal maps - <https://cpetry.github.io/NormalMap-Online/>
* UI/Logo Design - Affinity Designer
* Music - FL Studio Mobile

## *1.2. Tutorials*

* *Journey sand shader tutorials*
  + - Zucconi, A. (2019, 8. October). A Journey Into Journey’s Sand Shader. Alan Zucconi. <https://www.alanzucconi.com/2019/10/08/journey-sand-shader-1/>
    - GDC. (2018, 25. february). Sand Rendering in Journey [Video]. Youtube. <https://www.youtube.com/watch?v=wt2yYnBRD3U&ab_channel=GDC>
* *Custom lighting with shaders*
  + - Lindman, A. (2019, 31. july). Custom lighting in Shader Graph: Expanding your graphs in 2019. Unity Blog. <https://blog.unity.com/engine-platform/custom-lighting-in-shader-graph-expanding-your-graphs-in-2019>
    - NedMakesGames. (2021, 18. August). Creating Custom Lighting in Unity’s Shader Graph with Universal Render Pipeline. Medium. <https://nedmakesgames.medium.com/creating-custom-lighting-in-unitys-shader-graph-with-universal-render-pipeline-5ad442c27276>
    - Recatek. (2020, 2. May). Custom Lighting Additional Lights Function -- Deferred Render Pipeline? Unity Forums. <https://forum.unity.com/threads/custom-lighting-additional-lights-function-deferred-render-pipeline.1268783/>
* *Terrain shader graph material*
  + - Léo Chaumartin. (2020, 1. december). How to use Shadergraph for Terrains! (Holes and texture painting handling) - Unity3D Tutorial [Video]. Youtube.<https://www.youtube.com/watch?v=kmPj2GmoMWo&ab_channel=L%C3%A9oChaumartin>
* *Skybox shader graph*
  + - Boysen, J. (2020, 12. february). Reaching for the stars ✨ Let’s create a procedural skybox shader with Unity’s Shader Graph! Medium. <https://medium.com/@jannik_boysen/procedural-skybox-shader-137f6b0cb77c>
    - Digvijaysinh Gohil. (2023, 8. april). Simple way to make stars using shader graph in Unity #unity3d #unitytutorials #howto [Video]. Youtube. <https://www.youtube.com/watch?v=WBM-JDA0vNY&ab_channel=DigvijaysinhGohil>

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# 2.0. Programmer:

## *2.1. Player Inventory introduction:*

* I got a grasp of the concept from this video tutorial, before modifying it to match our project
* URL: <https://www.youtube.com/watch?v=BleaG3md1zY&list=PLgXA5L5ma2BuXG5L_hcXKc8RU2gNVdQ6F&index=4&ab_channel=Terresquall>

## *2.2. Savnig/Loading base:*

* I have used these scripts to make the base outline of our saving/loading-system. I have then rework them and made them integrated in the all manager scripts (around 20) to be able to easily bring back loaded data and store new save data.
* URL: <https://github.com/shapedbyrainstudios/save-load-system/tree/5-bug-fixes-and-polish/Assets/Scripts/DataPersistence>

## *2.3. Lines to the SkillTree:*

* I needed some help for the logic making 2D UI lines when setting up the system for the SkillTree. I then incorporated it into my code to be doing what I wanted it to do.
* URL: <https://forum.unity.com/threads/any-good-way-to-draw-lines-between-ui-elements.317902/>

## *2.4. Object Outlines:*

* I wanted an outline to help the player see what it looks at. I tried making a shader, but felt short. I came over this script late in the production process and have modified it to fit into our project when looking at interactable Objects.
* URL: <https://assetstore.unity.com/packages/tools/particles-effects/quick-outline-115488>