This spreedsheet keeps track of all the assets needed and used in

The sheets, headings and categories are there for reference. They

Description of headings

Asset ID: A unique identifier for each asset.
Asset Name: The name of the asset.
Description: A brief description of the asset.
File Type: The format of the asset file (e.g., .fbx, .png, .wav).
File Path/Location: The directory path where the asset is stored.
Status: The current status of the asset (e.g., Not Started, In Progre
Notes: Any additional notes or comments about the asset.

may not cover all assets needed in your game. If others are neede

d please add them, if you aren't using a provided category put a N

/A entry in it.

Asset ID	Asset Name	Description	File Type
Models			
		Must still figure out implementing Firstperson Body	
Animations			
Textures			

File Path/Location	Status	Notes

	Asset ID	Asset Name	Description	File Type
NPC1				
	Marauders	Mar_Base	Normal Enem	FBX
	Marauder_Speedy	Mar_Light	Unarmored Enemy	

NPC1
Models

	Asset ID	Asset Name	Description	File Type
	Mar_Base	Mar_Base	Base Enemy M	FBX
	Mar_Light	Mar_Light	Light Enemy	Mesh
	AK47_Weapon	AKBasic	Enemy Gun	FBX

Animations

	Asset ID	Asset Name	Description	File Type
	Sprint	Sprint	Sprinting Anim	fbx
	Walk	Walk	Walking Anim	fbx
	Shoot	Shoot	Shooting Anim	fbx

Textures

	Asset ID	Asset Name	Description	File Type
	Clothes	Clothing	texdif	png
	clothes_n	ClothingN	texn	png
	gear	Gear	texdif	png
	gear_n	Gear_N	texn	png
	BasicWeapon	Weapon_TEX		
	EnemyArmor	Mar_Armor		

File Path/Location	Status	Notes
Assets/Meshes/Characters	added	Swat From MIXAMO https://www.mixamo.com/#/?page=
	Unimplemented	
Assets/Meshes/Characters	added	Swat From MIXAMO https://www.mixamo.com/#/?page=
Assets/Meshes/Characters/Enemies/Bas	from	https://sketchfab.com/3d-models/ak47-831519a0!
Assets/Meshes/Characters/Materials/Ch	Swat From MIXAMO https://www.mixamo.com/#/?page=
Assets/Meshes/Characters/Materials/Ch	Swat From MIXAMO https://www.mixamo.com/#/?page=
Assets/Meshes/Characters/Materials/Ch	Swat From MIXAMO https://www.mixamo.com/#/?page=
Assets/Meshes/Characters/Materials/Ch	Swat From MIXAMO https://www.mixamo.com/#/?page=

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Asset ID	Asset Name	Description	File Type	File Path	Status
sky box					
	Default Skybox				
terrain					
	MainTerrainMesh				
terrain textures					
	Grass_MAT				
	Dirt_MAT				
	Grass_1				
	Stone				
trees					
	Pine_01		prefab	Assets/JP Env	Y
	Pine_02		prefab	Assets/JP Env	Y
tree textures					
	tree1	tree_01	tree1	png	Assets/JP Env y
	pine2	tree_02	tree2	png	Assets/JP Env y

scene objects

Barrel				
Debris_A				
Debris_B				
BuildingA	building habit	building norm	prefab	Assets/Aband y
BuildingB	building_torn	building broke	prefab	Assets/Aband y
Hospital	hospital	Destroyed Ho	mesh	Assets/Environmentassets/
Rusted Car	car_rust	A Rusted Car	prefab	Assets/Environmentassets/

scene object textures

Barrel_D
Barrel_N
Barrel_M
Debris_D
Debris_N
Debris_M

Notes

from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036
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from https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036

from https://assetstore.unity.com/packages/3d/environments/abandoned-buildings-62875

from https://assetstore.unity.com/packages/3d/environments/abandoned-buildings-62875

from https://sketchfab.com/3d-models/abandoned-hospital-3d-scanned-23dfd9612c874c939a70

from https://sketchfab.com/3d-models/old-rusty-car-95baa20ebc5d4d2e869f0b549be838fe#dow

02dfd0eebd88

Asset ID	Asset Name	Description	File Type	File Path	Status
Shaders					
	GenericAssetsShader	Condensed PBR shader			
Materials					
Particle Systems					
	Gun_Firing	Gun Firing	Basic Gun Par	Prefab	Assets/Meshe	Added

Notes

Asset ID	Asset Name	Description	File Type	File Path	Status
Player Sounds					
	Player_walk				NOT ADDED
	Player_Run				NOT ADDED
	Player_Hurt				NOT ADDED
NPC 1 Sounds					
	Enemy Walk				
	Enemy Shoot				
Environment 1 Sounds					
Envionment 2 Sounds					

Notes

Crunchy Footsteps loop from https://mixkit.co/free-sound-effects/walk/
from https://www.youtube.com/watch?v=va0QWrhBtpw&ab_channel=FXSoundWarehouse

Asset ID	Asset Name	Description	File Type	File Path	Status

Player Sounds

P_Pant

NPC 1 Sounds

Npc_Talk

Environment 1 Sounds

Wind_Blow

Faint_Scream

Fake_Step

Envionment 2 Sounds

Notes

Asset ID	Asset Name	Description	File Type	File Path	Status
	Background n	N/A			
		N/A			
	Title Screen	N/A			
		N/A			
	Level One	N/A			
		N/A			
	Level Two	N/A			
		N/A			
	Menu	N/A			
		N/A			
	Player Setting	N/A			
		N/A			
	Win scene	N/A			
		N/A			
	Lose scene	N/A			

Notes

	Asset ID	Asset Name	Description	File Type	File Path	Status
Buttons						
Dialog						
Text						
Bars						
Text Entry						
Icons						
Images	MainMenu	Menu		sprite	assets/UIElen	Added
	Tutorial	TUTORIAL		sprite	assets/UIElen	Added
	Splash Screen	Splash		sprite	assets/UIElen	Added
	Win	Win		sprite	assets/UIElen	Added
	Lose	Lose		sprite	assets/UIElen	Added
Fonts						

Notes

From ChatGPT/DallE 2
From ChatGPT/DallE 2
From ChatGPT/DallE 2
From ChatGPT/DallE 2
From ChatGPT/DallE 2