

This spreadsheet 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 Progress).

Notes: Any additional notes or comments about the asset.

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

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

NPC1 Models	Mar_Base	Mar_Base	Base Enemy M	FBX
	Mar_Light	Mar_Light	Light Enemy	Mesh
	AK47_Weapon	AKBasic	Enemy Gun	FBX

Animations	Sprint	Sprint	Sprinting Anin	fbx
	Walk	Walk	Walking Anim	fbx
	Shoot	Shoot	Shooting Anin	fbx

Textures	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/Bat 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=>
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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

BuildingB

Hospital

building_habit building_norm prefab

building_torn building_broke prefab

Assets/Abandy

Assets/Abandy

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>
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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>

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	Asset ID	Asset Name	Description	File Type	File Path	Status
Shaders		GenericAssetsShader	Condensed PBR shader			

Materials

Particle Systems						
	Gun_Firing	Gun Firing	Basic Gun Part Prefab		Assets/Meshes	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					
	Scream_Faint				NOT ADDED
Environment 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

Player Sounds

P_Pant

NPC 1 Sounds

Npc_Talk

Environment 1 Sounds

Wind_Blow

Faint_Scream

Fake_Step

Birds_Fly

Environment 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		N/A				
		N/A				
		N/A				

Dialog

Text

Bars

Text Entry

Icons

Images

Fonts

Notes