**Audio:**

<https://mixkit.co/free-sound-effects/horror/> - Both Heartbeat and Wind sounds

**Models:**

[https://www.mixamo.com/#/?page=2&type=Character](https://www.mixamo.com/" \l "/?page=2&type=Character) – level 2 monster model

[https://www.mixamo.com/#/?page=1&type=Motion%2CMotionPack](https://www.mixamo.com/" \l "/?page=1&type=Motion%2CMotionPack) – level 2 monster animation

<https://static.free3d.com/models/2/5a70d8f926be8ba53a8b4567/94-hanginglight> - lvl 2 hanging lights model

<https://sketchfab.com/3d-models/door-2738468b94d74c5f827e7e5df7be8359> - lvl 2 end door model

<https://sketchfab.com/3d-models/old-door-f2f77bd326c9486eaee65b87e84e9be9> - lvl 2 side room door model

<https://skfb.ly/6Rpur> – Level 3 forest

<https://sketchfab.com/3d-models/abandoned-building-d9edf0b4848a436294b71246c8f4034f>–Level 3 cabin

**Textures:**

<https://opengameart.org/node/9088> - jail cell metals

<http://www.imageafter.com/image.php?image=b2walls043.jpg&size=full&download=no> – lvl 1 jail cell wall

<https://pngtree.com/freepng/rupture-crack-crack-trace_3940389.html> crack on lvl 1 wall

<https://everytexture.com/everytexture-com-stock-misc-texture-00081/> more metals on jail cell

**Font:**

<https://www.dafont.com/help-me.font> – Web pages