

DOCUMENTATION

MINI HORROR GAME



**GAME CAN USE A CONTROLLER
HEADPHONES RECOMMENDED
PLAY SLOWLY**

Main Selection of code from class

Instantiating
Particle effects
Levels
Take Damage + Deal Damage
Pickup
MenuUI's
Editor

Videos

Part 29 - Fading between Scenes: Make a game like Zelda using Unity and C#

<https://www.youtube.com/watch?v=JcEJtEWjiZU&list=PLcW6RcRe7SuD87MvgRI5cduXiJKDXztGS&index=1&t=7s>

Part 28 - Switching Scenes: Make a game like Zelda using Unity and C#

<https://www.youtube.com/watch?v=wNI--exin90&list=PLcW6RcRe7SuD87MvgRI5cduXiJKDXztGS&index=2>

HOW TO MAKE 2D MELEE COMBAT - EASY UNITY TUTORIAL

<https://www.youtube.com/watch?v=1QfxdUpVh5I&t=338s>

Enemy Platform Patrol | 2D Platformer in Unity #8 | 2D Game Dev Tutorial

<https://www.youtube.com/watch?v=rHmCYf1Egdl>

2D DOUBLE / TRIPLE JUMP PLATFORMER CONTROLLER - EASY UNITY TUTORIAL

<https://www.youtube.com/watch?v=QGDeafTx5ug&t=380s>

SOUNDS

Dog Sound

https://freesound.org/people/alec_havinmaa/sounds/444864/

Rest of the sound effects from

<https://www.zapsplat.com/sound-effect-categories/>

MUSIC

Friend of mine by the name of Lyses

Unnatural Situation by Kevin MacLeod

Link: <https://incompetech.filmmusic.io/song/4567-unnatural-situation>

License: <https://filmmusic.io/standard-license>

OTHER HELP

GameDev Field Guide Discord & Podcast - Support and understanding raycasting

INSPIRATIONS -

PT

SILENT HILL

RESIDENT EVIL

DARKWOOD

LOST IN VIVO

LIMINAL SPACES AESTHETIC