**Fantasy Wooden GUI : Free** by **Black Hammer**

This asset was chosen for all the UI elements that would be present in the pause menu as well as pop-ups or indicators that would inform the player of important information on screen. The text box element can be used on screen to write out the what is happening in the game through cards in a narrative way.

This asset would be useful for easily displaying rapid information and narrative information to the player for immersion. This would speed development because I would not need to design these elements myself.

**FREE Skybox Extended Shader** by **BOXOPHOBIC**

The skybox shader was chosen because it includes not only a skybox but placeable 3D elements. This asset can be used to rapidly make a map and scene for the player to move through. The usefulness of the asset is that the elements are simple and easy to identify and convey a standard scenery for the player to immerse themselves in. This would speed up development as I would not need to design these assets myself, and all the elements in the pack work well together as opposed to having to find multiple individual assets that could potentially work together.

**FREE Casual Game SFX Pack** by **Dustyroom**

The Sound effects pack was chosen because music is a simple add-on that can bring a game to life as well as convey information to the player through nothing but sound alone. I would use these sound effects for pop-ups, indicators, and various other kinds of interactions to convey when an event is occurring, something is found, when resources are low, and so on. These sound effects are useful in conveying information to a player to call attention to a detail that they should be aware of at that moment. Having a library of various sounds from this pack can be useful in determining sound design for future prototypes, establishing a tone, ambiance, mood and reaction.