**Asset List**

**Character**

|  |  |  |
| --- | --- | --- |
| **Asset** | **Sourced or Made?** | **Where/How?** |
| Model | Sourced | hlostoops |
| Walk animation | Made | Blender |
| Idle animation | Made | Blender |
| Jump animation | Made | Blender |

**Level/UI**

|  |  |  |
| --- | --- | --- |
| **Asset** | **Sourced or Made?** | **Where/How?** |
| Level Backgrounds | Made | Blender/Unity (3D backgrounds in unity assets make in Blender) |
| Menu Background | Made | Vegas Pro 15 (Recorded gameplay with Nvidia, edited in Vegas) |
| UI Buttons | Made | Photoshop |
| UI Backgrounds | Made | Photoshop |
| Regular platform | Made | Blender |
| Jump pad | Made | Blender |
| Slope platform | Made | Blender |
| Bounce Pad | Made | Blender |
| Deflect Pad | Made | Blender |
| Flip Pad | Made | Blender |
| UI star, Cursor,Menu Icon, Game Icon, Pause, Play, Restart, Heart | Made | Paint.NET |

**Level Art**

|  |  |  |
| --- | --- | --- |
| **Asset** | **Sourced or Made?** | **Where/How?** |
| Boxes | Made | 3DS Max and Blender |
| Rocket Assets (Level 4) | Made | Blender |
| Factory Assets (Level 3) | Made | Blender |
| Power Station Assets (Level 2) | Made | Blender |
| Lab Assets (Level 1) | Made | Blender |
| Cargo containers (Level 3) | Made | 3DS Max |
| Particle Effects | Sourced | Unity Particle Pack |
| Water (Used in Lab) | Sourced | Unity Standard Assets |

**Audio**

|  |  |  |
| --- | --- | --- |
| **Asset** | **Sourced or Made?** | **Where/How?** |
| Background music | Made custom | Danny Lineker |
| Sound Effects | Sourced | Sound References |
| Walking Landing Sound | Sourced | Universal Sound FX |
| Level Complete Sound | Sourced | Universal Sound FX |
| Background Ambiences | Sourced | Universal Sound FX |

**Sound References:**

* Zapsplat (2019) “*[Welding with electrical sparks, activity in the background from workers](https://www.zapsplat.com/music/welding-with-electrical-sparks-activity-in-the-background-from-workers/).”* [Sound Effect] Last accessed on: 28th March 2021. Available at: <https://bit.ly/3cvX9vc>.
* Zapsplat (2019) “*13x hammer hits on a nail”.* [Sound Effect] Last accessed on: 28th March 2021. Available at: <https://bit.ly/3cz8D1f>.
* Zapsplat (2019) “*Bag, backpack or rucksack zipper, zip 9”.* [Sound Effect] Last accessed on: 28th March 2021. Available at: <https://bit.ly/3cvDU4Z>.
* Zapsplat (2019) “*Flag, single shake, flap 1”.* [Sound Effect] Last accessed on: 28th March 2021. Available at: <https://bit.ly/3lX8GqF>.
* Danny Lineker (2021) “*Wide Backdoors”* [Music Track]

**Other references:**

* Imphenzia (2017) “Universal Sound FX” [Sound Package] Last accessed 18th April 2021 Available At: <https://assetstore.unity.com/packages/audio/sound-fx/universal-sound-fx-17256>
* Unity Technologies (2020) “Unity Particle Pack” [Visual FX Package] Last Accessed on 18th April 2021. Available at: <https://assetstore.unity.com/packages/essentials/tutorial-projects/unity-particle-pack-127325>
* Unity Techmologies (2020) “Standard Assets (for Unity 2018.4)” [3D Asset Package] Last Accessed on 18th April 2021. Available at: <https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351>
* Hlosoops (2015) “lips Free 3D model [3D art Asset] “ Last Accessed on 18th April 2021. Available at: <https://www.cgtrader.com/free-3d-models/character/man/lips>