Assets used in Application

References Statement

6 different unity assets were used. Dream Forest Tree, Wispy Skybox, Villages Houses Pack, Machine guns, Effect textures and prefabs and Christmas gifts. 2 different sounds were used, Machine Gun Noise and Footstep Noise. Footstep noise was altered in Audacity for different pitches when running and walking. 4 different textures were obtained online, these are Grass, Mountain, Snow and Crosshair. Text mesh pro was utilised for some of the UI components. The NPC model and animations were obtained from mixamo. These were Zombie Prefab. Zombie Attack, Idle and Run animations. The is only one font used throughout the application which is Bebas Neue – Regular.

Unity Store Assets

1. Dream Forest Tree | 3D Trees - https://assetstore.unity.com/packages/3d/vegetation/trees/dream-forest-tree-105297
2. Wispy Skybox | 2D Sky - https://assetstore.unity.com/packages/2d/textures-materials/sky/wispy-skybox-21737
3. Village Houses Pack - https://assetstore.unity.com/packages/3d/characters/village-houses-pack-63695
4. Machine Gun Asset - https://assetstore.unity.com/packages/3d/props/guns/machine-guns-20611
5. VFX Particles (Gun Hit Effect) - https://assetstore.unity.com/packages/vfx/particles/effect-textures-and-prefabs-109031
6. Christmas Gifts - https://assetstore.unity.com/packages/3d/props/interior/christmas-gifts-52190
7. Standard Assets - https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351
8. Photon PUN2 Free - https://assetstore.unity.com/packages/tools/network/pun-2-free-119922

Sounds

1. Machine Gun Noise - https://soundbible.com/1575-High-Definition-Machine-Gun.html
2. Footstep Noise - https://www.zapsplat.com/music/single-footstep-boot-on-fake-grass-7/

Textures

1. Grass - https://www.all3dfree.net/uploads/5/1/9/6/51967249/choppy_green_grass_textures_seamless_18.jpg
2. Mountain - https://i.pinimg.com/236x/84/79/30/84793074436f47d876b1a021834dc030--mountain-texture.jpg
3. Snow - https://www.ics.uci.edu/~djp3/classes/2015_03_ICS163/tasks/arMarker/Unity/arMarker/Assets/Terrain%20Assets/Textures/Snow.jpg
4. Crosshair - https://store-images.s-microsoft.com/image/apps.5689.14081191629062290.4493189a-70bf-47da-8d5a-89b4bc599768.0b240d5e-1d47-4cf2-9605-6cebe1c036a4

Other Unity Packages

1. TextMeshPro - https://docs.unity3d.com/Manual/com.unity.textmeshpro.html

NPC Models and Animation from Mixamo

1. Zombie (Zombie) - https://www.mixamo.com/#/?page=1&query=zombie&type=Character
2. Zombie Attack Animation (Zombie Swipe Attack) - https://www.mixamo.com/#/?page=1&query=Zombie+Swipe+Attack
3. Zombie Idle (Zombie Alert Idle) - https://www.mixamo.com/#/?page=1&query=Zombie+Alert+Idle
4. Zombie Run (Zombie Run) - https://www.mixamo.com/#/?page=1&query=Zombie+Run

Font used.

1. Bebas Neue - Regular https://fonts.google.com/specimen/Bebas+Neue (These fonts are licensed under the Open Font License.)

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