

- Wall and Floor Tile Textures were not sourced from the internet, instead, I made simple square-tile-patterns with Blender's "Brick Texture" feature in the shader editor. See "Exam_blenderAssets" folder for .blend file and "Exam_images&Maps" for .pngs
- "Twin Stick Shooter Framework" unity project (including scripts, imported fbx file, prefabs, etc.) provided by Stephen Cloete.
- Blambo, Spider-Bot, Wall and Wall corner assets (mix of .blend and .fbx files) provided by Stephen Cloete. Note: Blambo was provided without an albedo map (and I made one myself, as per the brief)