Script:

BadgeSystem.cs

CameraController.cs

ChangeScene.cs

Enemy.cs

EnemySpawn.cs

GunController.cs

Item.cs

ItemSpawn.cs

Player.cs

QuestShow.cs

Arts:

SelfDrawing:

aletter

aletter1

back

back2

back3

back4

back5

back6

back7

back8

back9

back19

back20

blackground

blackground1

badge0

badge1

badge2

badge3

credit

endgame

gameover1

gameover2

gameover3

gameover4

gletter

heart

Hletter

hletter1

howtoplay

iletter

nletter

neltter1

pletter

pletter1

restart

Screen Shot 2019-12-09 at 2.41.27 PM

Screen Shot 2019-12-09 at 2.41.38 PM

Screen Shot 2019-12-09 at 3.59.19 PM

speed

startgame

tletter

uletter

yletter

Sound:

Dungeon Character(Horror Ambient Album - 060319)

fire (Weapon Soldier Sounds Pack)

reload (Weapon Soldier Sounds Pack)

Coin\_01 (Sound FX - Retro Pack)

Zombie\_Attack\_Bite\_001 (Zombie Sound Pack - Free Version)

Footsteps\_Zombie\_concret\_003 (Zombie Sound Pack - Free Version)

Foley\_BodyFall\_001 (Zombie Sound Pack - Free Version)

Blood\_Splash\_A\_001 (Zombie Sound Pack - Free Version)

Environment (PBR - Hospital Horror Pack. Free)

Animation:

Anim\_ATTACK\_01(Zcharacter)

Anim\_DEATH\_01(Zcharacter)

Anim\_IDLE\_01(Zcharacter)

Anim\_WALK\_01(Zcharacter)

Animation by ourself:

Start Scene Background Animation

Credit Scene Background Animation

Character:

Zombie(Zcharacter)

Gun(Machine Guns)

Item:

GPVFX\_POTION A(Potions)

GPVFX\_POTION B(Potions)

Music:

|  |  |  |
| --- | --- | --- |
| NAME | CATEGORY | DESCRIPTION |
| Dungeon Character | Background music | Play during the game |
| fire | FX | Gun shooting |
| reload | FX | Gun reload |
| Coin\_01 | FX | Get item |
| Zombie\_Attack\_Bite\_001 | FX | Zombie attacked |
| Footsteps\_Zombie\_concret\_003 | FX | Zombie walked |
| Foley\_BodyFall\_001 | FX | Zombie Died |
| Blood\_Splash\_A\_001 | FX | Zombie On damage |