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)

Character:

Zombie(Zcharacter)

Gun(Machine Guns)

Item:

GPVFX\_POTION A(Potions)

GPVFX\_POTION B(Potions)

Reference

Horror Ambient Album - 060319

<https://assetstore.unity.com/packages/audio/ambient/horror-ambient-album-060319-147877>

Sound FX - Retro Pack

<https://assetstore.unity.com/packages/audio/sound-fx/sound-fx-retro-pack-121743>

Weapon Soldier Sounds Pack

<https://assetstore.unity.com/packages/audio/sound-fx/weapons/weapon-soldier-sounds-pack-29662>

Zombie Sound Pack - Free Version

<https://assetstore.unity.com/packages/audio/sound-fx/zombie-sound-pack-free-version-124430>

Zcharacter

<https://assetstore.unity.com/packages/3d/characters/zcharacter-157331>

Potions

<https://assetstore.unity.com/packages/3d/props/potions-115115>

Machine Guns

<https://assetstore.unity.com/packages/3d/props/guns/machine-guns-20611>

PBR - Hospital Horror Pack. Free

<https://assetstore.unity.com/packages/3d/environments/pbr-hospital-horror-pack-free-80117>