

Playercontroller

<https://answers.unity.com/questions/281430/how-to-specify-a-rigid-body-colliding-with-the-b.html>

16.mai 2018 - player controller- onCollisionEnter, onCollisionStay, author: altonaletto

<https://www.youtube.com/watch?v=7KiK0Aqtmzc&t=4s>

16.mai 2018 - player controller. fasterfalling()

<https://answers.unity.com/questions/683158/how-to-limit-speed-of-a-rigidbody.html>

16.mai 2018, player controller. limitmaxspeed() - Author: radivarig

Cameracontroller

<https://forum.unity.com/threads/simple-rotation-of-the-camera-with-the-mouse-around-the-player.470278/>

16.mai 2018 - cameracontroller. rotateAround(), 2lines mister_pyxel

Water Spike effect: <https://www.patreon.com/posts/18194895>

19.juni 2018- ErbGameArt

Assets

<http://kenney.nl/assets/nature-kit>

<http://kenney.nl/assets/castle-kit>

20.juni 2018 - kenney

script DestroyByLifetime <https://unity3d.com/learn/tutorials/projects/space-shooter/spawning-waves>

21.juni 2018 -

audioController, audio <https://www.youtube.com/watch?v=6OT43pvUyfY>

1.juli 2018

audioFX Retro Sound Effects - Assets Store

1.juli 2018

audioFX Retro Games Sound Fx - Assets Store

1.juli 2018

theme Song - Giant Walk - Main Theme, Assets Store

1.juli 2018 - Og Audio