

## Extra References Videos

1. <https://www.youtube.com/watch?v=XoH8Qyqje1g>
2. <https://stackoverflow.com/questions/69259615/how-to-detect-if-button-is-clicked-unity>
3. <https://opengameart.org/content/free-keyboard-and-controllers-prompts-pack>
4. <https://www.youtube.com/watch?v=6L6gE1rD8dY>

## Sound References

1. Player grunting
  - a. <https://freesound.org/people/whisperbandnumber1/sounds/397276/>
2. Maul swinging
  - a. <https://freesound.org/people/InspectorJ/sounds/394441/>
3. Dagger throwing
  - a. <https://freesound.org/people/plantmonkey/sounds/410751/>
4. Pickup of dagger
  - a. <https://freesound.org/people/lostchocolatelab/sounds/1470/>
5. Background music - ambient
  - a. <https://freesound.org/people/theoctopus559/sounds/622885/>
6. Intro and Menu music
  - a. <https://freesound.org/people/eliasyan/sounds/140481/>
7. Blood effects
  - a. <https://freesound.org/people/newlocknew/sounds/593909/>
8. Hit effect
  - a. <https://freesound.org/people/Nerdwizard78/sounds/644746/>
9. Zombie grunt sound upon seeing player
  - a. <https://freesound.org/people/AdrianoAnjos/sounds/584631/>

10. Angel sound
  - a. Dialogue sound
    - i. <https://freesound.org/people/LittleRainySeasons/sounds/338047/>
  - b. Letters in Dialogue Sound
    - i. <https://freesound.org/people/florianreichelt/sounds/683099/>
11. Flash sound for angel
  - i. <https://freesound.org/people/hardwareshaba/sounds/427410/>
12. Click sound for buttons
  - i. <https://freesound.org/people/MATRIXXX /sounds/657948/>
13. Chest Open
  - i. <https://freesound.org/people/spookymodem/sounds/202092/>
14. Small Enemy
  - i. <https://freesound.org/people/Chobiboko/sounds/261150/>

## Font References

1. <https://www.fontget.com/font/pixel-azure-bonds/>
2. LiberationSans SDF

## Bugs that are now fixed

1. Glitch in ground tiles in area 1 of village
2. Tree Sprites need fixing
3. Statue needs E key above head to indicate that it can be interacted with
4. Need to place daggers in rest of level

5. Dagger doesn't add to the numberOfEnemiesKilled count
6. Leaderboard only updates score when in the Unity Editor, not when a build has been made
7. Button at the top left corner of PlayerNameScene
8. Reload of main level needs to have fade in screen
9. Need to push player camera forward in the direction that the player is walking in
10.       Need fonts for text throughout game
11.       Change name of maul to mace
12.       Fixed performance issues by culling parts of the level outside of the camera

#### Corrections From Documentation

1.   Player Object
  - a. Visual Collider - Player Visual
  - b. Player Collider - colliding with enemies
    - i. On Player Layer
  - c. Added in Culling Trigger object which culls any objects marked with the CullObject tag outside of the camera and then displays them when they enter the trigger
2. Maul weapon - Mace Weapon
3. MySQL - sqlite - still similar
4. WebGL is on itch.io but has leaderboard functionality removed

5. Jose for testing - Jose did blackbox testing making sure that the collisions worked and that the enemies responded appropriately to being hit. Josh also did blackbox testing and tried whitebox testing with JUNIT for the player movement

6. Jose started drawing out the map and Josh used paint3D to draw a basic layout of the level. To save on time, Josh aided in finishing off the drawing of the level

7. By map design and UI elements in terms of limiting player movement - we meant player behaviour with regards to limiting the amount of daggers that the player can carry, limiting the progression of the game until all collectables were collected and hiding those various collectables in the environment.

8. Whilst we did white box testing for the PlayerMovement class with Junit, we did black box testing for game collisions and player interactions.