

University of Brighton
Computer Games

CI410 - Game Design & Development 2021 -22

Coursework 2: 3D Unity Prototype

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Introduction

This report will discuss the design and implementation processes when creating a 3D game in the unity game engine. It will also expand on both ideas by explaining them in detail.

For instance, the design aspect for making a 3D game is hugely important, since game design can be considered as “the planning arm of the entire process for making a video game” (Schardon, 2022). Therefore, the design section will cover the main planned goals and challenges for the game, intended experiences and feelings for the player. This section will also include a mood board, to give an intelligible idea of the overall impression the game is supposed to leave on the player.

Furthermore, the design aspect also incorporates the planning of all the game levels and events happening in the game. Consequently, the design section will additionally cover the overview of all the gameplay events what elements and systems were incorporated into the final game.

On the other hand, besides the design aspect, this document will cover the implementation and playtesting of the game when it was in its near-completed state. The playtesting is as important as the design process since this is the time when all the complications and shortcomings of the design come into light. Testing the game is crucial because it helps to bring awareness to all the issues with the game that require fixing, so that the game can become an enjoyable experience to the player.

Summary of idea

The main idea behind this project was to create a game that would incorporate all the main conventions of the science fiction genre. Consequently, the main protagonist of the game is a space traveller, and therefore he’s addressed with this title by the other characters in the game. The goal of the main character is to save a spaceship from an alien invasion that he found on one of the planets he visited. The inspiration for this game was a different game of a similar genre made in 2013, called ‘Remember me’. The inspiration mainly came from a visual and stylistic standpoint since the gameplay differs greatly. The game talked about in this report is a third person science-fiction shooter, which doesn’t incorporate melee combat unlike ‘Remember me’.

Overall Game goals and Challenges

The overall goal of this 3D shooter game is to defeat the main alien boss, and disable the reactor, which if left turned on can cause damage to the spaceship that all the character are found at. To achieve this main goal, the player needs to go through a series of smaller challenges spread out throughout three different levels across the spaceship along the way. During these challenges there will be small alien enemies that will try to stop the player from achieving their goal, by attempting to kill them.

Overall Player Experiences

The genre of the game was intended to be a science fiction. As stated by the North Orange County Community College, "science fiction texts are often set in the future, in space, on a different world, or in a different universe or dimension" (Science Fiction Genre Elements: Course Template, 2018). Therefore, it was decided that the main game setting is going to be an unknown planet, with the PC and NPCs wearing futuristic clothes. This was done so that the player can feel more immersed in the game universe, and as if they were sent into the future.

Overall Game Feel / Player Experiences					
Awe		Curious		Courageous	
Gameplay	Drama	Environmental	Visual	Interface	Aural
The NPCs giving instructions for the player using emotive language, help with creating the sense of danger, and makes the player worried about the course of action of the story.	Created an illusion of having to save the NPCs from the aliens. This should make the player feel concerned about the NPCs' safety, making the player care more about completing their objective.	Made the levels appear progressively larger, so that the player can feel their sense of awe multiply with each game level	Made a skybox of a night sky that includes stars, constellations and nebulae, to create a grandiose effect of the universe for the player to feel awe.	The health bar above the PC's head is always visible, letting the player know how much health they have left before the PC dies. Creating the feeling of nervousness for them.	The ambient techno background music heard throughout the game, helps the player to feel a slightly tense atmosphere of the environment.
The opportunity to kill the enemies in all the levels, makes the player feel courageous due to the illusion of saving the spaceship and the NPCs on it.	The main objective of the game is to turn off the reactor, in order to save the NPCs on the spaceship, which makes the player feel a sense of responsibility, and gives them motivation to complete the game.	All the objects in the game are made to look futuristic and modern, which helps to set the setting of a sci-fi game. This in turn makes the player feel curiosity about their surroundings and make them want to explore.	The lights used in all the interior settings are quite scarce and in bright colours, imitating LED lights, which helps to create a futuristic setting and make the player immerse themselves in the universe.	The message text boxes that pop up when talking to enemies help the player to grasp the story of the game, and it makes them understand their purpose in the story, which in turn makes them feel important and courageous.	The sound effects of the boss help the player to understand their situation better and makes them aware that the boss is not friendly and makes the player aware that it needs to be defeated.

Mini Mood Board

Figure 1 (Leo, 2020)



Figure 2 (BlueRogueVyse, 2014)

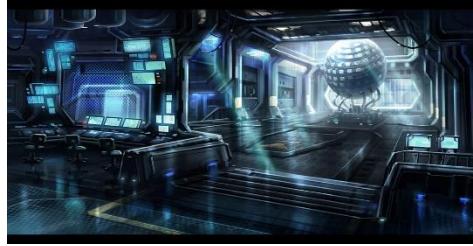


Figure 3 (Jarkuzy, 2013)



Figure 4 (Luminas_Art, 2018)



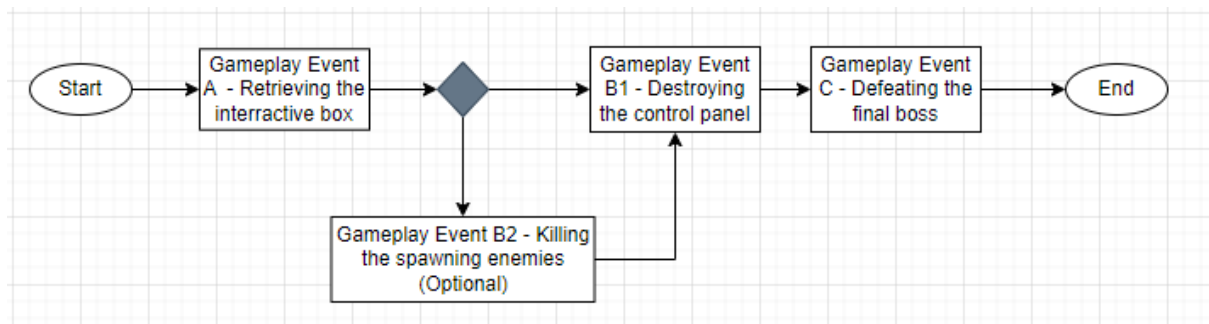
List of Images

Figure 1	https://www.panmacmillan.com/blogs/science-fiction-and-fantasy/introduction-to-sci-fi-science-fiction-books
Figure 2	https://www.deviantart.com/blueroguevyse/art/Sci-Fi-Interior-434560102
Figure 3	https://www.deviantart.com/jarkuzy/art/Sci-fi-Interior-363483435
Figure 4	https://pixabay.com/photos/galaxy-star-infinity-cosmos-dark-3608029/

Level Design Decisions

Level Overview with Events

The game is comprised of three different levels, with three main events and one optional one. When the game starts the player is tasked with finding an activation cube and bringing it back to a sensor positioned next to the door, to open it. In the next level the main event is to climb up onto the elevated part of the level, get to the other side and destroy an interactive panel, this will open the door to the next level. Also, there is an optional event where the player can defeat spawning enemies, using ranged or AOE combat. Finally, in level 3, the last event is to defeat the final boss, either using ranged and AOE combat, or using damage panels, added as an extra functionality to the last level.



Level Events & Gameplay Systems

System	A	B1	B2	C
Movement	Essential	Essential	Essential	Essential
Acrobatic Traversing	Not supported	Essential	Optional	Not supported
Melee Com	Not supported	Not supported	Not supported	Not supported
Range Com	Optional	Essential	Essential	Optional
Persuasion	Optional	Not supported	Optional	Optional
Construction	Essential	Not supported	Not supported	Not supported

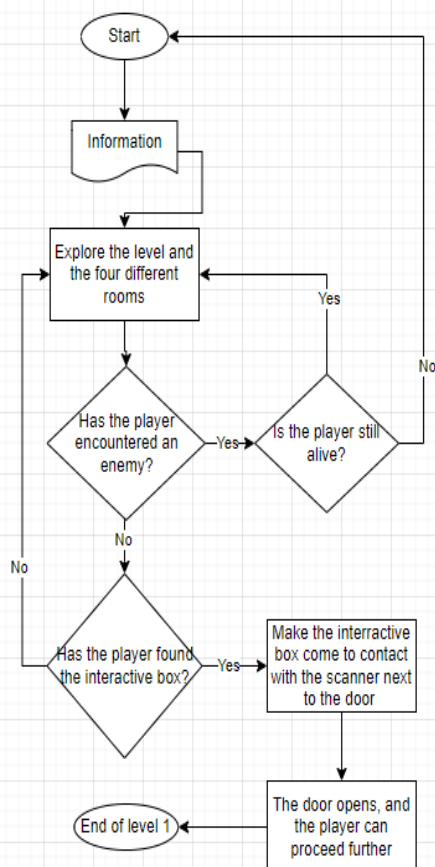
Level Gameplay Events Details

Event	A	B	C
Title	Retrieving the interactive box.	Destroying the control panel. / Killing the spawning enemies.	Defeating the final boss.
Event Locations	Outside of the spaceship on a ramp / inside the spaceship in the first room.	The second room of the spaceship.	The third room of the spaceship (reactor room)
Situation <i>Where is the player, what are the relevant surroundings?</i>	The player starts off outside and then enters the first room of the spaceship, where there are four different smaller rooms they can enter.	The player starts the level as soon as they step through the door, and they find themselves in the second room of the spaceship, which has smaller rooms on the sides, where the enemies are spawning, and it also has elevated areas which can be accessed by climbing on the ladders.	The player starts the level as soon as they enter the location. They enter a big room, with two columns, that can be used for cover, three damage panels, and a reactor guarded by the alien boss.
Problem <i>What does the player have to do or overcome</i>	The player needs to open the door to the next room.	The door to the next level is closed / the NPCs are in danger from being killed by the enemies.	The boss is guarding the reactor, which needs to be deactivated so that it doesn't blow up the spaceship.
Type of Challenge	Retrieve an object.	Destroy an object / protect the NPCs	Kill the Enemy
How is the Player informed <i>of the problem and solutions</i>	The NPC outside of the spaceship explains the situation to the player and gives them a hint of what to do next.	The NPC standing near the entrance explains the situation to the player / The NPC at the elevated platform gives a hint as of what to do next.	There are two NPCs standing in front of the entrance: one of them explains the main goal, and the other gives a hint that will help the player defeat the boss.
Solutions <i>the player can choose</i>	The player needs to find and pick up a box, which they then need to drop onto a scanner next to the door.	Destroy the control panel on the elevated area. / Kill all the enemies spawning from adjacent rooms.	Defeat the enemy to unlock access to the reactor, and then come up to the reactor to deactivate it.
Start Trigger	Trigger box in the middle of the ramp.	Trigger box in front of the door.	Trigger box in front of the door.

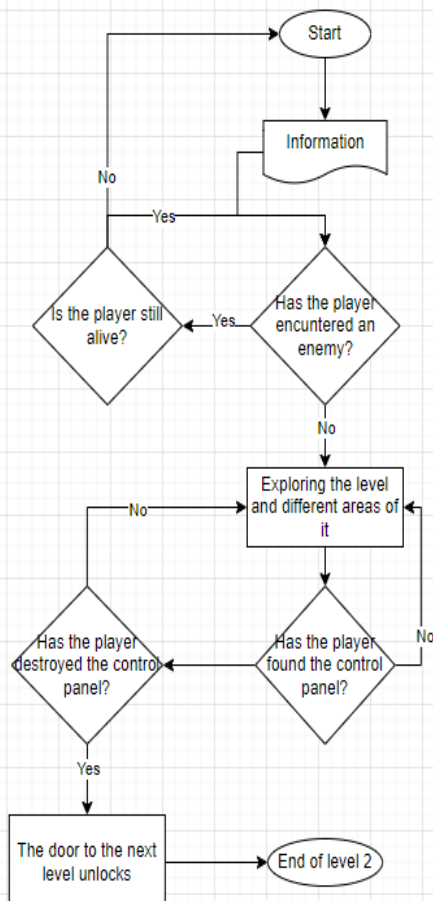
End Trigger	Trigger box behind the door.	Trigger box behind the door leading to the third room.	Trigger box in front of the reactor.
Success Consequences / Rewards	The door opens and the player can proceed to the next level.	The door opens and the player can proceed / All the NPCs survive.	The barriers surrounding the reactor disappear and the player can end the game.
Failure Consequences / Risks	The player cannot proceed further / when the player gets killed by the enemy, they die and must restart the level.	The player cannot proceed further and if they die, they have to restart / A negative emotional response to the NPCs dying.	The player cannot proceed further / when the player gets killed by the boss, they die and must restart the level.

Flowcharts of Events

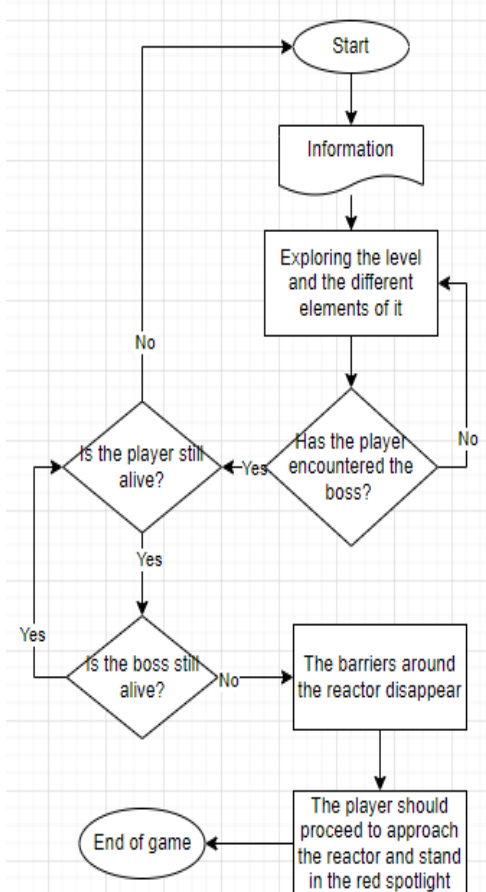
Event A – Retrieving the interactive box



Event B – Destroying the control panel / Killing the spawning enemies

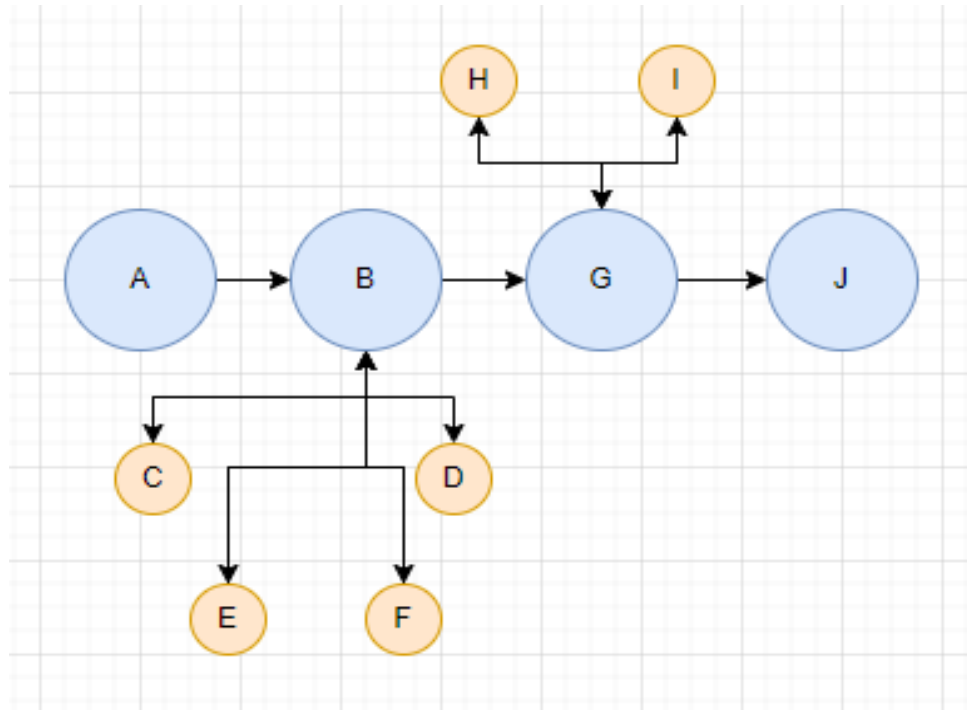


Event C – Defeating the final boss



Level Layout

Molecule Diagram of level



A – Outside of the spaceship

B – First room of the spaceship

C – First small room inside of level 1

D – Second small room inside of level 1

E – Third small room inside level 1

F – Fourth small room inside of level 1

G – Second room of the spaceship











H – First spawner room

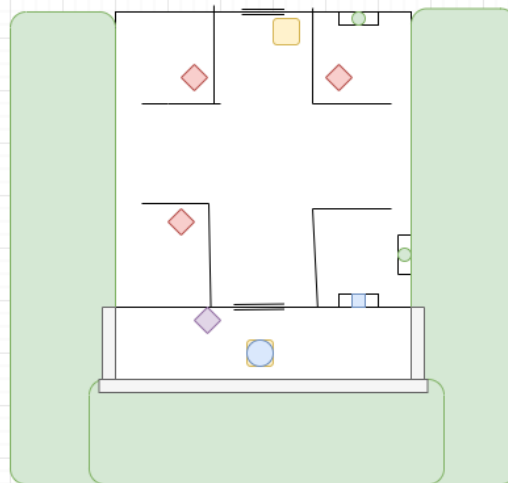
I – Second spawner room

J – Third room of the spaceship














Level Map

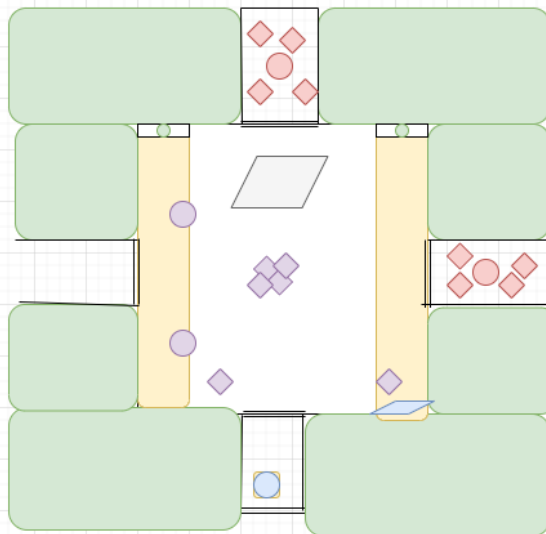
Level 1

-  Terrain
-  Invisible walls / restricted access for the PC
-  NPC
-  Enemy
-  Health
-  Access block for the door
-  PC
-  Door
-  Walls
-  Trigger Area















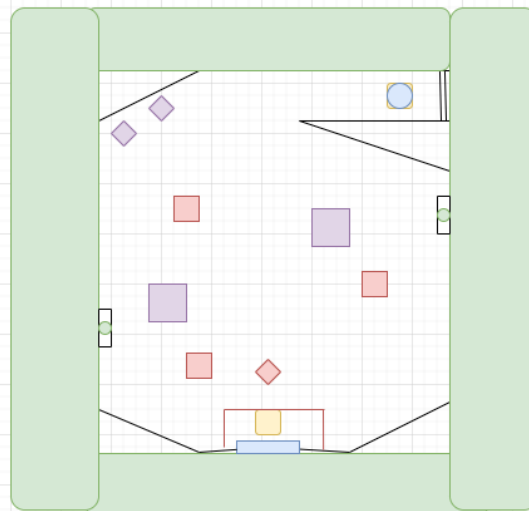
Level 2

-  Terrain
-  Elevated Area
-  NPC
-  Enemy
-  Health
-  Trigger Area
-  PC
-  Door
-  Walls
-  Spawner
-  Control panel
-  Ladder
-  Moving Platform

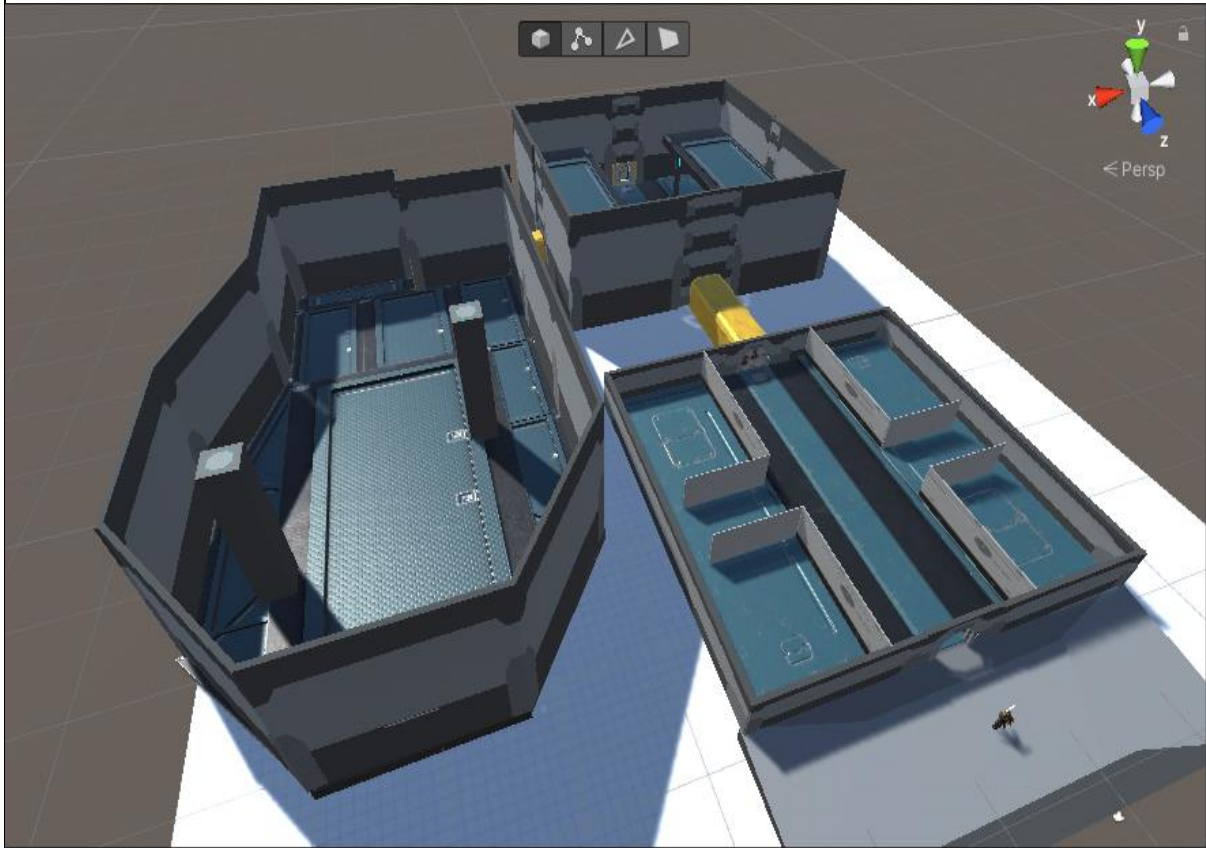


Level 3

-  Terrain
-  NPC
-  Boss
-  Health
-  Trigger Area
-  PC
-  Door
-  Wall
-  Reactor
-  Barrier
-  Column
-  Damage Panel



Level Prototype



The prototype in the picture above presents the level prototype of the game, that was made during the early stages of development. In this prototype the aspect being tested was the main visuals and mechanics of the three separate game levels. The main purpose of prototyping all the game levels was to give more depth to the acknowledgement of the design and bring the whole idea together to create tangible areas for the game levels.

This prototype was used for the testing the visuals by observing if all the objects are working well together in the level, to create a believable and immersive setting. This prototype only included the rough layout of the rooms and the main objects that needed to be present for the game to be functional. This helped to give the general idea of how the level was supposed to be structured and where all the objects needed to be placed for all the events and challenges in the game to become functional.

Implementation, Testing & Problems

The development of the 3D game started with creating the overall level layouts and placing all the core objects within the scene, in their designated places within the levels. After, the rough layout of the game was done, it was important to modify the base enemy, NPC, and PC prefabs. This was done to make the game more immersive, and more enjoyable for the player from the visual standpoint.

Furthermore, when it was decided that the game visuals were good enough to make the player experience convincing, the next step in the implementation was to create the main functionality of the game. This was done by editing and adding different scripts to several game objects, to make them be able to interact with each other and the playable character. The main functionality incorporated into the game was making the combat system enjoyable and engaging for the player, since it is the most important aspect of third person shooting games. Some other, gameplay systems needed to be added were elements that would allow for acrobatic movement within the game, to make the gameplay more challenging and absorbing.

Finally, the last and most important part of the implementation was the need for testing all the main game functionality and gameplay systems. Therefore, this leads to the next section of this report about playtesting the game.

Playtest results

According to the company called 'Backerfit', there are three different types of playtesting. However, the author of this 3D game decided that it will be adequate to only conduct two of these playtests for the purposes of testing their game.

The first method of playtesting that was used for testing the game was internal playtesting. This means that the author and developer of the game, played the game themselves and evaluated the performance of all the gameplay systems and functionality they designed. During this playtesting, a lot of technical problems with the game emerged, which needed to be fixed and improved for a smooth and seamless gameplay. This helped the game to have a more refined look to it during play through.

Another type of playtesting that was utilised for the testing of the game was local playtesting. In stage of the testing the game was presented to other persons that were not present at any point during the development of the game. After the author observed how other individuals attempted to complete the game, they were made aware of more of the issues with the gameplay rules and objectives. This helped the author to see the issues with the game objectives not being clearly stated during the play through and sometimes the difficulty was not properly adjusted to different types of players. In turn, this type of playtesting has helped to see the issues with not only the functionality and mechanics of the game, but also the problems with the overall implementation of the story and gameplay progression.

Problems

Priority	Problem	Solution	Implemented
Low	The PC lacks animation, so it looks static when it walks.	Downloading some animations and apply them to get character by using an animation controller.	Has not been implemented, due to the timescale

High	The character sunk through the floor when stepping into the level 1 room.	Adding a mesh collider component to the floor object in the scene.	Has been implemented
Medium	The main character camera sometimes passes through walls and obscures the vision of the player, since the game is from the third person perspective.	Moving the camera closer to the character to decrease the likelihood that the camera will reach a wall.	This implementation has not worked. However, it's possible to zoom in the camera during gameplay, which helps with this issue.
High	When the character gets off the ramp and moves out of the edge of the terrain, the PC falls out of the game area.	Adding invisible walls, by turning off their mesh renderer, at the edges of the ramp, to prevent the player from moving out of the game area.	Has been implemented
Low	There is no terrain behind the character, so all that the player can see when they turn around is the nothingness of space.	Creating more terrain around the game area, so that it's impossible to see the edge of the playable area from the player's perspective.	Has been implemented
Low	It wasn't possible to edit the NPC character without changing the whole NPC prefab.	Right-clicking on the NPC in the hierarchy and selecting 'unpack completely'.	Has been implemented
High	The small enemies keep receiving damage from the start of the game without any player intervention.	Editing the NPC chase script, so that the bullet is fired further in front of the enemy, since they kept getting damage because of the bullet colliding through the enemy's mesh collider upon firing.	Has been implemented
High	The bullet fires from the wrong place on the screen when the player presses the left mouse button.	Editing the parameters of the PC range attack script, so that the bullet fires from the front of the PC and slightly to the right, so that it's easy for the player to see where the bullet is going.	Has been implemented
Medium	The bullets pass through all the walls when fired.	Adding the mesh collider component to all the walls	Has been implemented

		in the scene and enabling the convex variable.	
Low	The enemy detects the PC through walls and attempts to attack it.	Restricting the enemy's field of view, by introducing a new object to the enemies, and creating a script that would make the enemies detect the PC when it meets the extra object.	Has not been implemented, due to the timescale. However, it's not a major issue because the bullets don't pass through walls, so the PC is not getting damage either way.
Medium	The PC picks up objects too low, so that they were obscured from the view of the player.	Editing the object carry script, so that the objects appear higher and slightly to the side of the PC.	Has been implemented
High	The interactive cube that was supposed to open the door disappears from the very start of the game.	Enabling the convex variable of the mesh collider, since the cube has a rigidbody property, it fell through the floor and out of the game area.	Has been implemented
High	The door to the next level disappears straight after the game starts.	Setting the parameters of the trigger enable object script the other way around and setting the trigger area's 'isTrigger' Boolean variable to true.	Has been implemented
Medium	The message box attached to the door doesn't disappear from the screen when the door gets destroyed.	Attaching the message script to an object next to the door, instead of the door itself.	Has been implemented
High	Levels didn't change when the goal was reached by the PC.	Attaching the goal trigger script to the trigger area objects.	Has been implemented
High	When the PC dies in level 2 or 3 it spawns back at the beginning of level 1, which is deactivated.	Creating a checkpoint at the beginning of level 2, where the PC can respawn.	Has been implemented
Medium	The enemies can't fit through the doors of the spawn rooms, meaning they can't chase the PC.	Enlarging the doors, so that the meshes don't collide with each other.	Has been implemented

Medium	The enemies don't chase the PC.	Setting the chase variable to true and increasing the attack and chase ranges.	Has been implemented
Low	The grenade enlarges when it explodes, and it doesn't look like a natural explosion.	Editing the bomb script, so that it doesn't enlarge the object, but loads a different object upon explosion.	Has not been implemented, due to the timescale. Needs more research.
Low	In level 2, it's possible to destroy the panel from the other side of the room, which defies the point of having a moving platform to get to the other side.	Creating a see-through wall, so that the player can see what is on the other side but is not able to destroy the panel before using the moving platform to get to the other side.	Has been implemented
Low	Only one of the barriers gets destroyed after defeating the boss at the end of level 3.	Grouping all the three barriers together into a single object, so that they all disappear.	Has been implemented.
Medium	The enemies in level 2 spawn too fast, therefore it's hard to kill all of them without the PC dying. This has increased the difficulty too much.	Increasing the spawner objects' cooldown variables.	Has been implemented
Low	The enemies that spawn in level 2 are still active in the next level if not killed beforehand.	Deactivating the enemy objects when loading onto the next level by creating a new script.	Has not been implemented, due to the timescale. However, it's not a huge issue because the enemies can't get to the next level area.
Low	The enemies sometimes get elevated after being repeatedly hit with the bullet by the PC.	Editing the fire script for the bullet, or possibly there might be a problem with the mesh colliders of the bullet and the enemies.	Has not been implemented. Not sure what is causing this issue.
Low	After the game restarts the lighting get much darker than during the first play through.	Changing the intensity and placement of the lights in the scene.	Has not been implemented, due to the solution not fixing the issue. Requires more research.

Medium	The play again button cannot be clicked on after the menu scene is loaded, when the game is played on a full screen.	Editing the on click button event, so that it allows for the next scene to be loaded.	Has not been implemented, due to the solution not fixing the issue. Requires more research.
Low	Tried to add an option to press enter when the menu screen is loaded, to restart the game, however, it didn't seem to work.	Researching the important commands for detecting the key presses from the keyboard, using the official unity website, and implementing them into the script for loading a new scene.	Has not been implemented, due to the solution not fixing the issue. More research required.

Critical Review

Overall, the 3D game that was explored in this report was a general success. There were many aspects during the development that were achieved, and made the game enjoyable to play for the author and other individuals alike. However, there were some problems that arose during the implementation process, that shaped the game to not be as polished as it could've been in the final implementation.

On one hand, what made the game be up to a good standard was the fact that final version of the game managed to turn out with a scarce number of major bugs and problems. This in turn made the gameplay feel seamless to play and polished, which helped to make the game an enjoyable and engaging experience for the player.

Furthermore, a big positive aspect of the final implementation of the game is the fact that it does a good job at utilising the visual assets to aid it with creating a more immersive experience. As an example, it is mainly the environment created using futuristic assets that helped to shape the game universe through a visual medium. Additionally, the effective use of lighting and terrain enhanced the emotional responses that the player could sense during the play through of the game.

The last crucial well-done part of the implementation of the game is the fact that the game includes different kinds of challenges that are used to engage the player. As well as this, the game also includes a simple emotive storyline, which helps the player to understand the game world better and gives them a feeling of purpose, which motivates them to complete the game successfully.

On the other hand, during the development process the author has also learned many lessons along the way, and they managed to conclude about the best practices to follow during implementation. One of such practices is the need for grouping objects and elements of the gameplay together from the very start. This is because it makes it easier down the line of development to be able to tell which objects are working together and interacting with each other. Therefore, this is one of the aspects that could've been of an advantage to the developer of this game, if they followed this practice from the very beginning, which they didn't do and made it much more difficult to bring the game to its final form.

Furthermore, another feature of the game that could be improved in the future, and which didn't make it to the final implementation of the game is the use of animation. Most of the characters used in the game have little to no animation on them. The most striking of them being the PC. Since, the model of the protagonist was not animated, it looks extremely stiff when controlled and moved around the game area. Consequently, it would be more advantageous to make the game more immersive and realistic by implementing some animation to the characters in the game.

Finally, the last major improvement for the game is to do with its gameplay capabilities. Currently, in the final implementation of the game there is a limited number of ways to complete the challenges in each level of the game. Therefore, it potentially would be more attractive for the player if they had more choice to do with how they want to approach certain level within the game. This would help the game to create a bigger sense of control for the player, which would most likely make them more engaged with the gameplay. It could also potentially make them want to replay the game after their first play through and complete it again with a different approach to the several levels.

Conclusion

In closing of this report, it can be concluded that the overall design, implementation, and the overall development of the game very largely successful. This is believed mainly because the game was managed to be brought to a playable completion, and overall, the game is engaging and enjoyable to play, which was the main purpose of this 3D game.

Furthermore, the author has also learned various lessons during the process of the development of this game, which will aid them during their future projects. Therefore, the main take-away messages from completing this project are that it is crucial for the developer to stay on top of all the assets they're using, and the gameplay systems they're developing. This is because, as was discovered from this experience, it can quickly become extremely challenging to keep track of and manage all the scene objects, therefore it's hugely important to only import the assets that are necessary for the project, and not whole asset packages.

Lastly, the main message that was learned from this project is that design of the idea that the game will be based on is one of the most important parts of developing a game, since a good design can create a solid foundation for the whole project. However, if the design is poorly thought through, it can make the development process down the line immensely taxing and difficult.

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Fullcoll.instructure.com. 2018. *Science Fiction Genre Elements: Course Template*. [online] Available at: <<https://fullcoll.instructure.com/courses/12487/pages/science-fiction-genre-elements>> [Accessed 20 May 2022].

Docs.unity3d.com. 2022. *Unity - Scripting API: Input.GetKeyDown*. [online] Available at: <<https://docs.unity3d.com/ScriptReference/Input.GetKeyDown.html>> [Accessed 20 May 2022].

Appendix

Walkthrough and Cheats





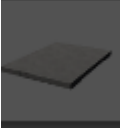






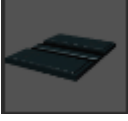
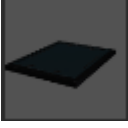
- At the start of the game there will be an NPC, who the PC needs to talk to by coming up to them. This should bring up a text box with the instructions from the NPC.
- Then the player needs to pass through the entrance, and then turn to the right, and then right again. The player will then find themselves in a room with two tables; one of them has a health pack on it and the other has a small box. The health pack can be used by coming to contact with it, which will then give the player more health.
- However, the box on the other table needs to be picked up by pressing 'f' on the keyboard. Once, the player is carrying the box, they need to leave the small room, and head for the closed door at the end of the level.
- Then they must press 'f' again to drop the box, on a stand next to the door, to open it.
- After the doors are open, the player needs to go through them to be taken to the next level, where they will be greeted by another NPC that they must talk to.
- Then, the player will be attacked by multiple enemies that they need to defeat by shooting bullets at them, by pressing the left mouse button, or using the 'b' key on the keyboard to release a bomb.
- After all the enemies are killed, the player needs to use one of the two ladders on the left side of the room to get to an elevated part of the level, by holding down the 'space' key when close to the ladder.
- Then, the player needs to jump over to the other side of the room using the moving platform in the middle.
- On the other side there will be an NPC that will tell the player that they need to destroy the panel on the wall, by shooting bullets at it. This will then activate a mechanism that will open the door to the next level.
- The player then needs to go through the entrance where the door used to be and pass through the corridor to get to the next level.
- In that level there will be two NPCs; one of them will tell the player the main goal of this level, and the other will give a hint as to how to defeat the boss.
- The objective of level 3 is to defeat the final boss, who will chase the player around the level.
- The way to defeat the boss is to either shoot bullets at it and use the bombs, or make it chase the player, and consequently it might pass through the red panels scattered around the level, that deal continuous damage.
- When the boss is killed the see-through walls that were placed in front of the reactor will disappear and the player will be able to approach the red spotlight in front of the reactor and finish the game.
- The player will then see the end screen of the game and will be given an option to restart the game by pressing the restart button in the middle.

Game Assets

C# scripts used in the game were taken from the weekly university workshops and were made by David Dorrington.

Graphical Assets

Image	name	Used for	Sourced from
	GateSmallFrame B	Entrances to different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-sci-fi-110070
	GateSmallFrame C	Entrances to different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-sci-fi-110070
	Crab-monster	Boss in level 3	https://assetstore.unity.com/packages/3d/characters/insectoid-crab-monster-lurker-of-the-shores-20-animations-107223
	Confirm_bg	Text boxes and the button from the menu	https://opengameart.org/content/lpc-pennomis-ui-elements
	FloorInteriorA4	Columns in level 3	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-sci-fi-110070
	FloorInteriorA6	Columns in level 3	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-sci-fi-110070
	FloorInteriorB1	Moving platform in level 2	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-sci-fi-110070
	IntersectionSideFloor	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	Light1	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	Light2	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	ProfileEnd	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811

	ProfileWindow	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	SideFloor1	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	SideFloor2	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	SideWall1.1	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	TopWall4	Ceilings for all the levels and corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	WallDoor	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	WallIntersection	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	WallIntersection 1	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	WallIntersection 3	Corridor part	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	Door	Doors for all the levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	Polygonal Metalon Green	Small enemies for levels 1 and 2	https://assetstore.unity.com/packages/3d/characters/creatures/meshtint-free-polygonal-metalon-151383
	Floor1	Floors for different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	Floor2	Floors for different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811

	Floor4	Floors for different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	Floor5	Floors for different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	DoorFrame	Corridor part and the damage panels for level 3	https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811
	grass_01	Terrain textures	https://assetstore.unity.com/packages/2d/textures-materials/floors/vis-pbr-grass-textures-198071
	grass_03	Terrain textures	https://assetstore.unity.com/packages/2d/textures-materials/floors/vis-pbr-grass-textures-198071
	grass_04	Terrain textures	https://assetstore.unity.com/packages/2d/textures-materials/floors/vis-pbr-grass-textures-198071
	grenade_lowpoly_prefab	Grenade for the character	https://assetstore.unity.com/packages/3d/props/grenades-lowpoly-120047#description
	FirstAidKit_White	Health packs	https://assetstore.unity.com/packages/3d/props/first-aid-set-160073#description
	ColumnB	Ladders for level 2	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070
	CeilingLampA	Lamps above the health packs and interactive block	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070
	Bg5	Menu background	https://opengameart.org/content/space-background
	Sci-Fi_Soldier	NPCs for all the levels	https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/sci-fi-soldier-29559
	PanelB	Interactive panel for level 2	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070

	Role_T	PC	https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/sci-fi-warrior-54774
	RampSmall	Ramp at the entrance of level 1	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070
	ATM_Blue	Reactor for level 3	https://assetstore.unity.com/packages/3d/environments/sci-fi/atm-95057
	Skybox	Skybox	https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014
	LabTable	Tables for the health packs and the interactive block	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070
	HandRailSmall	See through walls for levels 2 and 3	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070
	Tree1	Tress on the terrain	https://assetstore.unity.com/packages/3d/environments/low-poly-free-vegetation-kit-176906
	Tree3	Trees on the terrain	https://assetstore.unity.com/packages/3d/environments/low-poly-free-vegetation-kit-176906
	WallLargeB	Walls for different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070
	WallSmallC	Walls for different levels	https://assetstore.unity.com/packages/3d/environments/sci-fi/free-lowpoly-scifi-110070

Audio Assets

Sound	Used for	File & Source
Background Music	Background music for the game	Among Stars.wav https://assetstore.unity.com/packages/audio/music/sc-fi-music-214312#description
Shooting sound	Shooting the gun by the PC	Shot 5.wav https://assetstore.unity.com/packages/audio/sound-fx/weapons/sci-fi-gun-sounds-pack-lite-141125
Snarling sound	Boss in level 3	mob1die.wav https://assetstore.unity.com/packages/audio/sound-fx/monster-sfx-111518-132868#description