

Team 15 Sources:

Red Leather Texture: [https://polyhaven.com/a/leather\\_red\\_03](https://polyhaven.com/a/leather_red_03)

-Used for the Blood Vessel Course

TCell, BCell, and Megakaryocyte, White Blood Cell Texture: <https://www.shutterstock.com/image-photo/white-carpet-texture-background-635234666>

-Used an image of carpet for the texture and then changed the color in Blender

Blender: <https://www.blender.org/download/>

-Used to create Prefab models

Covid explosion audio: <https://www.zapsplat.com/music/designed-whoosh-into-an-explosion-with-cracking-wood-and-metal/>

-Used to create explosion audio cue

Third Party SDKs used:

Mirror: <https://assetstore.unity.com/packages/tools/network/mirror-129321>

-Used for multiplayer framework

Google Cardboard for Unity SDK: <https://github.com/googlevr/cardboard-xr-plugin>

-Used as the one provided in class was not compatible with multiplayer frameworks, which required newer versions of unity.

PlayFab Unity Editor Extensions: <https://aka.ms/PlayFabUnityEdEx>

-Used as part of setting up PlayFab integration

PlayFab Unity3D Asset Package: <https://aka.ms/playfabunitysdkdownload>

-Downloaded from the above extension, main assets for PlayFab API integration

PlayFab Unity GSDK: <https://github.com/PlayFab/gsdk/tree/main/UnityGsdk>

-Game server component for PlayFab, allowing for connection to PlayFab servers

QuickOutline: <https://assetstore.unity.com/packages/tools/particles-effects/quick-outline-115488>

-Not currently implemented, but downloaded in the project and likely to be used in the final prototype