**Assets and Tutorials Used Log**

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Below is a list of all the premade assets (e.g., 3D models, images, animations, effects, code, etc.) that I have used in my 3D application.

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| **Asset Name** | **Asset Publisher** | **Asset Location**  ***(e.g., Unity asset store or web link). Also, include a link to the asset.*** | **Description of where the asset is used in my game.** |
| 3rd Person Controller + Fly Mode | Unity | Unity Asset Store.  <https://assetstore.unity.com/packages/templates/systems/3rd-person-controller-fly-mode-28647> | I used the first-person controller to control the player camera and player movement. |
| Utopia | Kitbash3D | Software.  Website: [Utopia – Premium 3D Assets | KitBash3D](https://kitbash3d.com/products/utopia?_pos=1&_psq=Utopia&_ss=e&_v=1.0) | I used this asset for adding buildings in the game city. |
| Lunar Base | Kitbash3D | Software.  Website: [Lunar Base - Premium 3D Assets | KitBash3D](https://kitbash3d.com/products/lunar-base?_pos=1&_psq=Lunar+Base&_ss=e&_v=1.0) | I used this asset for adding buildings in the game city. |
| Mission to Minerva | Kitbash3D | Software.  Website: [Mission to Minerva – Premium 3D Assets | KitBash3D](https://kitbash3d.com/products/mission-to-minerva?_pos=1&_psq=Mission+to+M&_ss=e&_v=1.0) | I used this asset for adding buildings in the game city. |
| RoadArchitect | FritzsHero | GitHub:  [GitHub - FritzsHero/RoadArchitect: Road Architect for Unity; Development is ongoing but slow; Also available at GitLab: https://gitlab.com/FritzsHero/roadarchitect](file:///E:\HCK-Herald\Semester%20-%202\HCK%20-%20Game%20Technology\GitHub%20-%20FritzsHero\RoadArchitect:%20Road%20Architect%20for%20Unity;%20Development%20is%20ongoing%20but%20slow;%20Also%20available%20at%20GitLab:%20https:\gitlab.com\FritzsHero\roadarchitect) | I used this asset for adding road in the game. |
| Ironman | 9Afilms | Sketchfab:  <https://skfb.ly/oEsxY> | I used this asset to add character in the game. |
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**You can use any of the module workshops in your assessment.**

You can use resources on the web to support your learning and development as a real-time 3D developer / programmer. However, you **are not permitted to copy online resources in part or entirety and submit them as your work.** This also includes following online tutorials in part or entirety and submitting them as your work. **The 3D application you create for this coursework should be designed and developed specificity for this coursework. You should start your development from an empty Unity project and create code based on your own knowledge and understanding. However, you should/can use pre-made graphical assets.** Please see the information at the end of this document and follow this link for more information regarding academic misconduct:

<http://www2.wlv.ac.uk/webteam/curr_sdts/sharpen/ss-HowtoAvoidAM.pdf>.

**Note,** **you are not allowed to use paid for tutorials or learn resources in any form.**

Below is a list of all tutorials beyond the module content that I have used to help make my 3D application. Please leave this table blank if you have only used module resources.

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| **Tutorial Link** | **Description of where and how the tutorial is used in my game (e.g., did you adapt / change what was presented in the tutorial?).** |
| <https://youtu.be/D7Ogk4DzsRI?si=KtDmIQG8_AjR8gzS> | I used this tutorial to create the third-person camera, character controller, player movement and fly movement. I did some change to adapt the change but the content of the tutorial did not change. |
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