**Our Implementations**

Tutorial Voice over.

Gun Assembly.

Shooting mechanic.

Water rising.

Lever mechanic

**Assets**

**Environment**

<https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-construction-kit-modular-159280>

**Objects**

<https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-old-rusty-props-pbr-200267>

**Light switch**

[**Sketchfab**](https://sketchfab.com/3d-models/industrial-electricitys-lever-66915915e3234d319415d6bfb4e3a59e)

**Hand Model**

[Downloads - Oculus Hand Models](https://developer.oculus.com/downloads/package/oculus-hand-models/)

**Water**

<https://assetstore.unity.com/packages/2d/textures-materials/water/simple-water-shader-urp-191449>

**Portals**

[**https://github.com/daniel-ilett/portals-urp**](https://github.com/daniel-ilett/portals-urp)

**Sounds**

Electric - https://www.youtube.com/watch?v=f22y1mP3BtQ

Atmosphere - https://www.youtube.com/watch?v=NeESf9aCZHQ&t=1990s

Gun firing and gun sound after finish building it - https://assetstore.unity.com/packages/audio/sound-fx/weapons/sci-fi-gun-sounds-pack-lite-141125

Portal opening and Portal sound - https://youtu.be/ybrNYoAJwu0?t=26

Object fall - https://www.youtube.com/watch?v=s4QVQNcHBCM

Water - https://www.youtube.com/watch?v=xRmc0wTdvek

Death - https://www.youtube.com/watch?v=V0fBzdcuSBU

Switch - https://youtu.be/TjwFBwO-yiE?t=25