

Project Asset List

Code/Functionality

StarterAssets

- <https://assetstore.unity.com/packages/essentials/starter-assets-firstperson-updates-in-new-charactercontroller-pa-196525>
- Added new methods in StarterAssetsInputs.cs and FirstPersonController.cs to include the new movement features: Vector Drive and Vector Thrust.

Water Surface Ripple Effect

- <https://github.com/Parrot222/Unity-Water-Shaders/blob/main/Assets/Scripts/RippleEffect.cs>
 - <https://github.com/Parrot222/Unity-Water-Shaders/blob/main/Assets/Shader/RippleShader.shader>
 - <https://github.com/Parrot222/Unity-Water-Shaders/blob/main/Assets/Shader/Add.shader>
 - <https://www.youtube.com/watch?v=DFwNv1n1Y6Q&t=370s>
 - <https://www.youtube.com/watch?v=U7pH5lIPZOU>
 - Used for the ripple effect in the realistic body of water.
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Models

Ancient Ruins and Plants

- <https://assetstore.unity.com/packages/3d/props/exterior/ancient-ruins-and-plants-201914>
- Used the P_Ancient_Ruins_Sword prefab – for environment
- Used M_Ancient_Ruins_Rocks (Material) - for platform material

FREE - RPG Weapons

- <https://assetstore.unity.com/packages/3d/props/weapons/free-rpg-weapons-199738>
- Used Spear1H_Epic prefab - for player weapon
- Used Spear2H_Epic prefab - for environment

Boss Of War | Assets

- <https://assetstore.unity.com/packages/3d/environments/boss-of-war-assets-86108>
- cube_stone, wall, wall_stone, big_stone, aqueduct – all for environment

Simple Water Shader URP

- <https://assetstore.unity.com/packages/2d/textures-materials/water/simple-water-shader-urp-191449>
- WaterBlock_50 – for realistic water

Rock and Boulders 2

- <https://assetstore.unity.com/packages/3d/props/exterior/rock-and-boulders-2-6947>
- Rock1_grup1, Rock1A, Rock2, Rock3, Rock4A, Rock4B, Rock5A, Rock5B, Rock6A, Rock6B, Rock6C – for environment

Skull Platform

- <https://assetstore.unity.com/packages/3d/props/skull-platform-105664>
- Platform_Skull_03 – for environment

Stylized Rocks with Magic Rune

- <https://assetstore.unity.com/packages/3d/props/stylized-rocks-with-magic-rune-192933>
- StylRocksMagic_LOD0

Particles/Effects

Cartoon FX Remaster Free

- <https://assetstore.unity.com/packages/vfx/particles/cartoon-fx-remaster-free-109565>
- CFXR3 Magic Aura A (Runic).prefab – for enemy teleporting when stuck
- CFXR4 Bounding Glows Bubble (Blue Purple).prefab – for end of level teleporter

Particle Pack

- <https://assetstore.unity.com/publishers/1>
- WildFire, TinyFlames, FireBall – for particle systems

Unity Tutorial - Shoot Projectiles in FPS

- <https://www.youtube.com/watch?v=T5y7L1siFSY&t=41s>
 - Inspiration for the Tempest Projectile and mechanics
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Textures

Free Volcanic Rock Cliff Material - PBR0188

- <https://www.textures.com/download/free-volcanic-rock-cliff-material-pbr0188/133289>
- All materials apart from ambient occlusion – for ground texture

Starfield Skybox

- <https://assetstore.unity.com/packages/2d/textures-materials/sky/starfield-skybox-92717>
- Skybox – for skybox/environment/lighting

Stylized Lava materials

- <https://assetstore.unity.com/packages/2d/textures-materials/stylized-lava-materials-180943>
- M_Lava01 – for ground texture during event

Too Many Crosshairs

- <https://assetstore.unity.com/packages/2d/gui/icons/too-many-crosshairs-126069>
 - Attack.png - for crosshairs/UI
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