

Tutorials

Ultimate Respawnning Guide in Unity [2D & 3D Respawn] - https://www.youtube.com/watch?v=tB_ihytqGpo&t=13s

This tutorial explains how to make a Respawn point for either doing an instant checkpoint or create it to make a game over screen to teleport you backward. The way I use this tutorial is for creating a 3D platformer death zone. The respawn I use is made to only act as a death zone to make the player know they should not fall in pits or they will die instantly.

3rd Person Shooter Controller with Cinemachine & Input System - Unity Tutorial - <https://www.youtube.com/watch?v=SeBEvM2zMpY&t=761s>

This tutorial was recommended to me by Mark. This tutorial benefits me by helping me make an input system for my character and create a movement that requires no push force so I can put a wall run from Paul into my model I have created. In the video I had only used the 3D person movement code and the Input system because in my game I don't require any shooting because it is mainly running and avoiding traps.

Creating a health bar/health text and decreasing health when collided with enemies/objects - Unity - <https://www.youtube.com/watch?v=1wBWVYKwNu4>

In this tutorial it talks about using a tag to mark what is an enemy and what is not so it damages your health bar. I was recommended this tutorial by Anthony as it helps me make a better health system that will work with anything such as death, game over, and this will help my game system run better.

LIGHTING in Unity - <https://www.youtube.com/watch?v=VnG2gOKV9dw>

In this Youtube video it tells me tips from Brackeys about using lights more effectively. For example, turning lights to reflect off surfaces and try not overexpose different parts of the screen you're trying to make. I used his lighting toward my 3D Project and for my animation but I use his advice on how to use the lights more effectively for different screens.