

Resources used for the game

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1. Movement and camera look: MouseLook and Player Movement scripts
 - Package 1 (made earlier)
2. Gun script and shooting: Player Movement and Gun scripts
 - George Irtelli
 - Package 4 (made earlier)
3. Script to destroy bullets when they hit anything: BulletDestroy script
 - George Irtelli
4. MeshAgents, attacking and patrolling of enemies: Target, EnemyAttack and EnemyChase scripts
 - <https://www.youtube.com/watch?v=rfajB5QTxxo>
 - <https://www.youtube.com/watch?v=-9a5FLE4Y9s>
5. Main menu: MainMenu script
 - https://www.youtube.com/watch?v=zc8ac_qUXQY
6. Pause menu: PauseMenu script
 - <https://www.youtube.com/watch?v=JivuXdriHK0>
 - <https://answers.unity.com/questions/1743429/need-help-with-pause-menu-and-cursor-lock-script-c.html>
7. Health bar: HealthBar and PlayerMovement scripts
 - <https://www.youtube.com/watch?v=ZzkIn41DFFo>
 - I had some errors and fixed them myself. It is possible I added some lines of code from my AGP but I am not sure since it took me hours to fixed a small issue.
8. Pick-ups: PlayerMovement script
 - Taken from my own AGP project