

Project Build Structure Guideline in Asset Folder

1. For this Project we design with objects in the room like Paints, Wall Texture, a lot of Objects in room from Asset Store putting in **Asset_Used_From_Asset_Store** folder. But the design idea and preparation design, we design it by ourselves including Sound effect system with Lighting).
2. For sounds and sounds effect in the **Whole Game** we used it from Asset Store and Free Sound Legal Effect website (<https://pixabay.com>).
3. We use Character (Player) from Mixamo Website (<https://www.mixamo.com>) that we design animation controller outside and implement it with cinemachine for FPS camera.

Thanks YOU!