**Space of War**

# **GitHub:** <https://github.com/LuqmanFarooq/Shooter-Game-Project>

# **How to Run:**

* **Import the project with all assets in unity.**
* **Open scenes folder.**
* **Open “SplashScreen” Scene.**
* **Play the scene.**

**Assets exported, zipped and submitted as well on Moodle**

# **References:**

## **Assets:**

<https://assetstore.unity.com/packages/essentials/asset-packs/2d-pack-18684>

### **Bullets**:

<https://opengameart.org/>

**some assets created from scratch such as score, lives box and image used for splash image.**

**Text Mesh Pro** for UI Main Menu, Pause Menu and Game Over Menu.

**Main Menu Background Image created from the cover image used in design document.**

# **Sound:**

<https://assetstore.unity.com/packages/audio/sound-fx/sound-fx-retro-pack-121743>

# **Informative unity videos**

<https://www.youtube.com/watch?v=OABEsy_WOl0>

<https://www.youtube.com/watch?v=YMj2qPq9CP8>

<https://www.youtube.com/watch?v=ED96wcBlXck>

<https://www.youtube.com/watch?v=I4Z7F34ZVc0>

<https://www.youtube.com/watch?v=tnA_4hJ70yg>