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GAME ENGINE II (420-JV9-AS)

PROJECT SOURCES DOCUMENT

<LOST ISLE>

<FINAL DEMO VERSION>

ASSIGNMENT PRESENTED TO

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LASALLE COLLEGE

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The following document into four sections; Assets, Tutorials, Scripts and Sounds. This makes it easier for any viewers of the project to easily pinpoint any source they would like to analyze or reference themselves.

ASSETS

- Mainframe Font
    - https://www.1001fonts.com/mainframe-font.html
    - (*Verified free for use)

- Icon font
    - Retrieved from https://www.1001fonts.com/blackchancery-font.html
    - (*Verified free for use)
- Icon Mountain Image
    - Retrieved from http://pngimg.com/download/21605
    - (*Verified free for use)
- Crosshair Asset
    - https://assetstore.unity.com/packages/2d/gui/icons/crosshairs-plus-139902
- Unity Standard Assets (2019 Version)
    - *Distributed in class by Marc-André Larouche (Fall 2019)
- Ammo Box, Supply Box, Medical Box Asset
    - https://assetstore.unity.com/packages/3d/props/furniture/boxes-pack-32717
    - (Modified Animator component to fit the need of the project and added necessary components to the prefabs)
- Terrain Tools
    - *Distributed in class by Marc-André Larouche (Fall 2019)
- PBR Terrain Textures Asset
    - https://assetstore.unity.com/packages/2d/textures-materials/pbr-terrain-textures-148320
- Terrain Package
    - (Not all assets from the package were used) *Distributed by Marc-André Larouche (Fall 2019)
- Old Rowboat Asset
    - https://assetstore.unity.com/packages/3d/vehicles/sea/old-rowboat-31917
- Low Poly Combat Droid Asset
    - https://assetstore.unity.com/packages/3d/low-poly-combat-drone-82234

- Tropical Skybox Asset
    - https://assetstore.unity.com/packages/2d/textures-materials/sky/tropical-skybox-9497
- Abandoned Buildings Asset
    - https://assetstore.unity.com/packages/3d/environments/abandoned-buildings-62875
- Forest Environment - Dynamic Nature Asset
    - https://assetstore.unity.com/packages/3d/vegetation/forest-environment-dynamic-nature-150668
    - *Not the entire package was used, we picked assets that we needed to refine our terrain.
- Wrench Asset
    - https://assetstore.unity.com/packages/3d/props/tools/wrench-21148

- o *Did not use the animations from the asset, simply used the prefab model.
- Main menu background
  - o http://www.fullhdwpp.com/industrial/cgi-airplane-crash-jungle-forest/

- White Smoke Particle System Asset
  - o https://assetstore.unity.com/packages/vfx/particles/white-smoke-particle-system-20404
  - o *Modified some parameters in the Animator to make sure this animation properly functions in our game and the way we want it to.
- FX Fire Free Asset
  - o https://assetstore.unity.com/packages/vfx/particles/fire-explosions/fx-fire-free-21587
- Night Skybox
  - o https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014#content
  - o *Only used the "Night Moon Burst Skybox"
- Lamps Prefab
  - o https://assetstore.unity.com/packages/3d/environments/fantasy/free-cartoon-halloween-pack-mobile-vr-45896#description
  - o *Only imported Lamp 1, 2, 3.
- Light Source Blue Crystals
  - o https://assetstore.unity.com/packages/3d/environments/fantasy/dark-fantasy-kit-lite-127925
- Stone and Rock Fence
  - o https://assetstore.unity.com/packages/3d/props/exterior/stone-and-rock-fence-63441
- Stylized Water Texture
  - o https://assetstore.unity.com/packages/2d/textures-materials/water/stylize-water-texture-153577
- Bridge Prefab, Rope and Barrel
  - o https://assetstore.unity.com/packages/3d/props/shed-tools-bridge-and-fences-104216
- Terrain Textures, shaders, models, materials, rocks, leaves decal, Tree3(Big Maple Tree)
  - o https://assetstore.unity.com/packages/tools/terrain/height-mapped-terrain-textures-22307#content
- Sci-fi door
  - o https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-doors-162876
- Purple Crystal Mine
  - o https://assetstore.unity.com/packages/3d/characters/purple-crystal-mine-113576#content
- Lighting Generator
  - o https://assetstore.unity.com/packages/3d/props/electronics/lighting-generator-28173
- Underground Industrial Models
  - o https://assetstore.unity.com/packages/3d/underground-industrial-models-69927
- Sci-fi Doors
  - o https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-doors-162876
- Sci-fi Modular Pack

- o https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-styled-modular-pack-82913#content
- Crowbar
  - o https://assetstore.unity.com/packages/3d/props/tools/crowbar-20500

TUTORIALS

- Post-Processing Effects
  - o https://www.youtube.com/watch?v=aAeyYpmAyYg&list=PLu-pV9rdddWIbfW1zA7WNglLMshBQ-DQQ&index=3
  - o *Course by Marc-André Larouche (Fall 2019)*
- Ocean Ambient Sound
  - o https://answers.unity.com/questions/550532/how-do-i-play-an-ambient-sound-from-an-ocean-surro.html
  - o *Used the user's answer in order to give me an idea on how to approach the problem. The script provided in the tutorial was used as a foundation to the feature inside the game.
- Damage Screen and Sounds
  - o https://www.youtube.com/watch?time_continue=7011&v=oKMmr8GUnQs&feature=emb_logo
  - o *Zombie gyroscope course by Marc-André Larouche (Winter 2020)*
- Fading Sound
  - o https://answers.unity.com/questions/404469/decrease-volume.htmlhttps://answers.unity.com/questions/404469/decrease-volume.html
  - o *The entire idea did not make it into the project but remnants of what is taught in this video may be found in the project.*
- Checkpoint Tutorial
  - o https://www.youtube.com/watch?v=ofCLJsSUom0
  - o *Used this to inspire me (Julien) on creating the checkpoint framework. Did not copy any code from this.*

SCRIPTS

- Interactable Script
  - o These scripts we're adapted from Cauê's final project from the Fall 2019 semester.
- Avoid Water Script (WaterCollider)
  - o This script was written by Marc-André Larouche during an in-class exercise in the Fall 2019 semester.
- Set Volume Script (SetVolume)
  - o This script was written by Marc-André Larouche during an in-class exercise in the Fall 2019 semester.
- Scene Management Scripts (LoadingScene, LoadScreen, ButtonHandler)
  - o This script was written by Marc-André Larouche during an in-class exercise in the Fall 2019 semester.

SOUNDS

- Ambient Nature Sound
  - Retrieved from https://www.zapsplat.com/sound-effect-category/forest-and-jungle-ambiences/page/4/ ("Forest environment, ambiance, clearing, spring, summer, birds")
- Alert Sound
  - Retrieved from https://www.zapsplat.com/page/2/?s=alert&post_type=music&sound-effect-category-id ("User interface pop up tone, high pitched, good for speech bubble or notification alert")
- Menu Background Music
  - Retrieved from https://www.zapsplat.com/sound-effect-category/sci-fi-atmospheres/page/10/ (Sci-fi, ambience, soundscape, space, drone, mood, dark")
- Main Menu Button Sound
  - Retrieved from https://www.zapsplat.com/sound-effect-category/misc-impacts/ ("Designed impact thud with a very fast whoosh at the beginning. Version 2")
- Death Music
  - Retrieved from https://www.zapsplat.com/music/science-fiction-atmosphere-dark-and-eerie-with-a-sinister-alien-feel/
- Checkpoint Sound
  - Retrieved from https://www.zapsplat.com/music/alert-or-notification-tone-glassy-high-pitched-and-short-with-a-positive-feel-version-2/
- Level 2 Ambience
  - Retrieved from https://www.zapsplat.com/music/wetland-at-night-ambience-frogs-crickets-and-other-insects-mexico-1/
- Medical Box Sound
  - Retrieved from https://www.zapsplat.com/music/metal-box-lunchbox-with-open-lid-set-down-3/
- Paddle Sound
  - Retrieved from https://www.zapsplat.com/music/wood-impact-clunk-think-pole-like-object-hit-or-drop-version-2/
- Wrench Sound
  - Retrieved from https://www.zapsplat.com/music/metal-impact-light-squash/
- Boat Fixing Sound
  - Retrieved from https://www.zapsplat.com/music/wrench-being-used-to-assemble-bicycle/
- End of Game Sound
  - Retrieved from https://www.zapsplat.com/music/science-fiction-atmosphere-wondrous-euphoric-landscape-thats-slightly-mysterious-version-2/
- Engine Sound
  - Retrieved from https://www.zapsplat.com/music/diesel-generator-or-machine-engine-idle/
- Power Restored Sound
  - Retrieved from https://www.zapsplat.com/music/science-fiction-robot-fully-charged-energy-electricity-1/
- Door Sound
  - Retrieved from https://www.zapsplat.com/music/science-fiction-door-open-slide/