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GAME ENGINE II (420-JV9-AS)

PROJECT SOURCES DOCUMENT
<MIDTERM 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)
- 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>
 - *Did not use the animations from the asset, simply used the prefab model.
- Main menu background
 - <http://www.fullhdwpp.com/industrial/cgi-airplane-crash-jungle-forest/>

- White Smoke Particle System Asset
 - <https://assetstore.unity.com/packages/vfx/particles/white-smoke-particle-system-20404>
 - *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
 - <https://assetstore.unity.com/packages/vfx/particles/fire-explosions/fx-fire-free-21587>

TUTORIALS

- Post-Processing Effects
 - <https://www.youtube.com/watch?v=aAeyYpmAyYg&list=PLu-pV9rdddWlbfW1zA7WNglLMshBQ-DQQ&index=3>
 - *Course by Marc-André Larouche (Fall 2019)
- Ocean Ambient Sound
 - <https://answers.unity.com/questions/550532/how-do-i-play-an-ambient-sound-from-an-ocean-surro.html>
 - *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.

SCRIPTS

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