| Datei            | Zeile | Author              | Beschreibung                   | URL                              |
|------------------|-------|---------------------|--------------------------------|----------------------------------|
| AudioFade        |       | John Leonard French | Komplette Klasse               | https://gamedevbeginner.com      |
|                  |       |                     |                                | /how-to-fade-audio-in-unity-i    |
|                  |       |                     |                                | tested-every-method-this-        |
|                  |       |                     |                                | ones-the-best/#first_method      |
|                  |       |                     |                                |                                  |
| CameraController |       | Unity               | Positionierung der Kamera      | https://learn.unity.com/tutorial |
|                  |       |                     | mittels transform.position und | d /moving-the-                   |
|                  |       |                     | offset                         | camera#5f0ff66bedbc2a001e        |
|                  |       |                     |                                | <u>4b9336</u>                    |
| PlayerController |       | Unity               | Bewegung des Spielers          | https://learn.unity.com/tutorial |
|                  |       |                     | mittels OnMove Event durch     | /moving-the-player               |
|                  |       |                     | AddForce                       |                                  |
| PlayerController | 109f  | Dimitrij Berg       | Richtungsvektoren mittels      |                                  |
|                  |       |                     | ProjectOnPlane                 |                                  |
|                  |       |                     |                                |                                  |

Code.

| Sound.        |                          |  |              |  |
|---------------|--------------------------|--|--------------|--|
| Name in Unity | Original Name            | Author   | Lizenz       | URL                                    |
| Dragging      | Seashell dragged on      | lostmaiden                                     | CC BY-NC 3.0 | https://freesound.org/people/lostmaid  |
|               | wall.wav                 |  |              | en/sounds/366286/                      |
| Pickup        | PickupBook1.wav          | jomse  | CC BY-NC 3.0 | https://freesound.org/people/jomse/so  |
|               |                          |  |              | unds/428666/                           |
| Hit           | Jump, Climb or           | Temp6754                                       | CC0 1.0      | https://freesound.org/people/Temp675   |
|               | Damage Sound (F)         |  |              | 4/sounds/535905/                       |
| Impact        | Impact Wet » 1 Impact    | original_sound                                 | CC BY 3.0    | https://freesound.org/people/original_ |
|               | Wet                      |  |              | sound/sounds/376819/                   |
| Waves         | Ambience, Seaside        | InspectorJ                                     | CC BY 3.0    | https://freesound.org/people/Inspector |
|               | Waves, Close, A.wav      |  |              | J/sounds/400632/                       |
| Door          | Large hydraulic door     | nooly  | CC BY 3.0    | https://freesound.org/people/nooly/so  |
|               |                          |  |              | <u>unds/331357/</u>                    |
| Splash        | Splash sounds » Splash   | - rombart                                      | CC0 1.0      | https://freesound.org/people/rombart/  |
|               | eau-goudron3.wav         |  |              | sounds/186746/                         |
| Turret        | Tank Turret Rotate       | KieranKeegan                                   | CC0 1.0      | https://freesound.org/people/KieranKe  |
|               |                          |  |              | <u>egan/sounds/418881/</u>             |
| Canon         | sound effects » civl war | adeluc4  | CC0 1.0      | https://freesound.org/people/adeluc4/  |
|               | canon fire.wav           |  |              | sounds/125348/                         |
| Robot         | Sci-fi Sounds » Robot    | michael_grinnell                               | CC0 1.0      | https://freesound.org/people/michael_  |
|               | machine transform.wav    | <u>,                                      </u> |              | grinnell/sounds/512478/                |
| Explosion     | Explosion                | Iwiploppenisse                                 | CC BY 3.0    | https://freesound.org/people/lwiploppe |
|               |                          |  |              | nisse/sounds/156031/                   |

| Font.   |               |                   |   |
|---------|---------------|-------------------|---|
| Name    | Author        | Lizenz            | URL   |
| Poppins | Jonny Pinhorn | Open Font License | https://fonts.google.com/specimen/Poppins?c |
|         |               |                   | ategory=Sans+Serif&preview.text_type=custo  |
|         |               |                   | m&preview.text=Prototype                    |

Music.

Name Author Lizenz URL

Siberian LEMMiNO CC BY-SA 3.0 <a href="https://soundcloud.com/lemmino/siberian">https://soundcloud.com/lemmino/siberian</a>

| Images.       |               |             |                   |   |
|---------------|---------------|-------------|-------------------|---|
| Name in Unity | Original Name | Author      | Lizenz            | URL   |
| Globe         | fa-globe      | fontawesome | CC BY 4.0 License | https://fontawesome.com/icons/globe?style=s |
|               |               |             |                   | olid  |

| Assets.                     |                  |            |   |
|-----------------------------|------------------|------------|---|
| Name                        | Author           | Lizenz     | Link  |
| Ultra Skybox                | Galactic Studios | Unity EULA | https://assetstore.unity.com/packages/vfx/sha |
|                             |                  |            | ders/ultra-skybox-fog-115414                  |
| Dirty Lens                  | Max P            | Unity EULA | https://assetstore.unity.com/packages/tools/p |
|                             |                  |            | articles-effects/dirty-lens-flare-9133        |
| Simple Water Shaders        | Nicholas Veselov | Unity EULA | https://assetstore.unity.com/packages/vfx/sha |
|                             |                  |            | ders/nvjob-simple-water-shaders-149916        |
| Gridbox Prototype Materials | Ciathyza         | Unity EULA | https://assetstore.unity.com/packages/2d/text |
|                             |                  |            | ures-materials/gridbox-prototype-materials-   |
|                             |                  |            | <u>129127</u>                                 |
| Frosted Glass               | pedroahpolonio   | Unity EULA | https://forum.unity.com/threads/solved-       |
|                             |                  |            | dynamic-blurred-background-on-                |
|                             |                  |            | ui.345083/#post-2853442                       |