File locations of animations: Assets/Animations, file locations of sounds: Assets/Sounds.

1. 3 different animations to the player: Idle (when player stands still), Crouch down (when player sits down), Stand Up (when player stands up).
2. 2 different animations of an NPC (Enemy): Enemy Idle 1 (when enemy stands still), Enemy Idle 2 (when enemy stands still).
3. 2 different menu animations: Size up (when player hovers on a “Play” button), Size down (when player stops hovering on a “Play” button).
4. Animators: Player (uses “Player\_Movement” script), Enemy (doesn’t use any script), and Play Button (doesn’t use any script).
5. background music: Background Music 1 (when the game is run)
6. two sounds that are triggered by certain events: WalkAudioSource (when player walks), RunAudioSource (when player runs).
7. Additional animations and sound: Crouching Idle (when player sits still), Walking (when player walks), Running (when player runs) for player; Enemy Idle 3 (when enemy stands still); Background Music 2 (when the game is run): the switch between two background tracks is managed by script “BackgroundMusicManager” in Assets/Scripts.