# Bibliography

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CS 583: 3D Game Programming

Professor Price

April 28, 2020

## References

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## Original Assets

Soundtrack:

Main Menu Theme – Written and produced by Kyle O'Dell

Credits theme – Written and produced by Kyle O'Dell

First level theme – Written and produced by Kyle O'Dell

Second level theme / GameOver track – Written and produced by Kyle O'Dell

Final level theme – Written and produced by Kyle O'Dell


Sounds:

Player hit sounds – recorded by Kyle O'Dell

Boss death sounds – recorded by Kyle O'Dell

Torch Activation sound – recorded by Kyle O'Dell

Waterfall sound – recorded by Kyle O'Dell

Picking up orb sound – recorded by Kyle O'Dell


3D Models:

House – Made by Kyle O'Dell using Unity

Sign – Made by Kyle O'Dell using Unity

Orbs – Made by Kyle O'Dell using Unity

Hippity – Made by Kyle O'Dell using Unity

Mini-Enemies – Made by Kyle O'Dell using Unity


2D Artwork:

Main Menu background – Kyle O'Dell

Grass texture for terrain – Kyle O'Dell

**Play Testers**

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