**Bibliography**

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CS 583: 3D Game Programming

Professor Price

April 28, 2020

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**Original Assets**

Soundtrack:

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

Gameover / credits theme – Written and produced by Kyle O’Dell

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

Second level theme – Written and produced by Kyle O’Dell

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

Sounds:

Player death sounds – recorded by Kyle O’Dell

Player hit sounds – recorded by Kyle O’Dell

Enemy death sounds – recorded by Kyle O’Dell

Captain Cah’s voice – Kyle O’Dell

Jumping Sound – recorded by Kyle O’Dell

Green Light Activation sound – recorded by Kyle O’Dell

Running water sound – recorded by Kyle O’Dell

Gun shooting sound – recorded by Kyle O’Dell

Gaining health 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

2D Artwork:

Main Menu background – Kyle O’Dell

Grass texture for terrain – Kyle O’Dell

**Play Testers**

Kyle McLain Kane

Maria Jose Molina Sanchez O’Dell

Michael Scott

Nathan Lehenbauer

Nhat Ho

Tim Backus

Jamshid Aziz

Norman Chau

Christopher Bradford

Michael Ruiz

Ivan Delgado