Citations and Contributions

**Mohamad ElBaba:**

To save and load the data of the game:

<https://www.youtube.com/watch?v=XOjd_qU2Ido>

Pause and Menu Shows up:

<https://www.youtube.com/watch?v=JivuXdrIHK0>

Health bar

<https://www.youtube.com/watch?v=BLfNP4Sc_iA&t=605s>

Navmesh agent

<https://www.youtube.com/watch?v=jtCEttVRBNo>

Enemy script

https://www.youtube.com/watch?v=UjkSFoLxesw

**Mohamad Salman:**

Adding Audios to the game:

<https://youtu.be/6OT43pvUyfY>

Assets Added to the terrain:

<https://assetstore.unity.com/packages/3d/props/industrial/industrial-props-kit-84745>

<https://assetstore.unity.com/packages/3d/environments/industrial/pbr-rpg-fps-game-assets-industrial-set-v1-0-146519>

<https://assetstore.unity.com/packages/3d/props/industrial/industrial-tanks-package-122228>

<https://assetstore.unity.com/packages/3d/props/4-industrial-barrels-76538>

<https://assetstore.unity.com/packages/3d/props/exterior/low-poly-barriers-pack-free-201810>

<https://assetstore.unity.com/packages/essentials/tutorial-projects/tanks-tutorial-46209>

Fire SkyBox:

<https://assetstore.unity.com/packages/2d/textures-materials/galaxy-fire-skybox-10976>

Stylize Metal Texture:

<https://assetstore.unity.com/packages/2d/textures-materials/metals/stylize-metal-texture-153572>

Player’s third person movements

Tank perfab that is shooting bullets

<https://www.youtube.com/watch?v=THnivyG0Mvo>

**Mira Mansour:**

and tank shooting:  
<https://www.youtube.com/watch?v=AveDY_qQ1rk&t=99s>

Object pooling of bullet prefabs setactive in shooting class and setinactive in bullet class <https://www.youtube.com/watch?v=YCHJwnmUGDk>

Tanks for the player:

<https://assetstore.unity.com/packages/3d/vehicles/land/m4a3e2-84358>

Implemented the particle systems of the explosion that happens onTrigger when the bullet is fired from the tank

Explosion particle systems asset:

<https://assetstore.unity.com/packages/vfx/particles/fire-explosions/fx-explosion-pack-30102>

Animation for the enemies tanks to keep moving until they are destroyed by the player

<https://www.youtube.com/watch?v=G4Ja-asl8hQ>