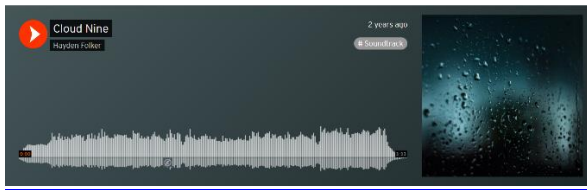


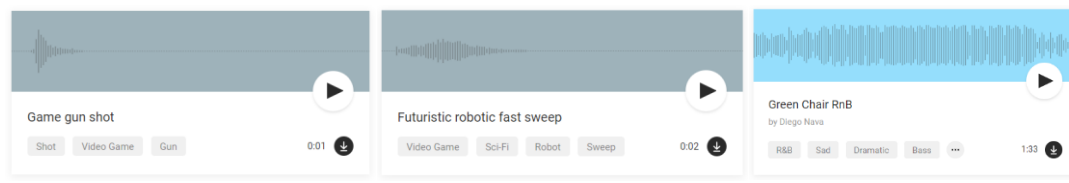
Sources

Background Music: [Stream Cloud Nine by Hayden Folker](#) | [Listen online for free on SoundCloud](#)



Create with Code: [Lesson 3.4 - Particles and Sound Effects - Unity Learn](#)

[Download Free Sound Effects for Videos](#) | **Mixkit:** Sound effects for gun shot, every time a new enemy wave spawns, game start menu and tutorial (same audio for gsm and tutorial).



First Person Camera, Movement:

Asset: [Modular First Person Controller](#) | [3D Characters](#) | [Unity Asset Store](#)

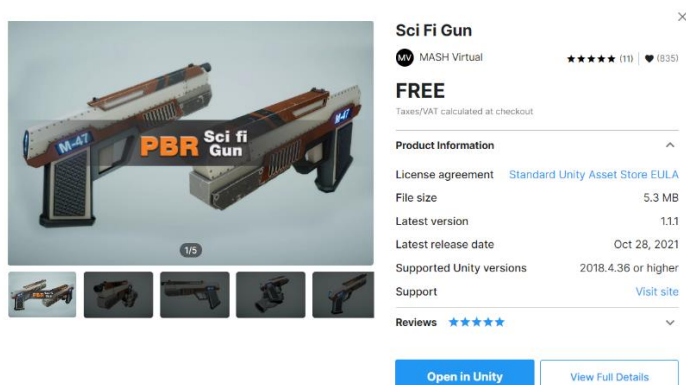


Gun and bullet + functions:

Coding and making the gun function: <https://youtu.be/wZ2UUOC17AY>

Making the bullets and adding particles and exploding effects: [\(1905\) SHOOTING with BULLETS + CUSTOM PROJECTILES || Unity 3D Tutorial \(#2\) - YouTube](#)

Asset: [Sci Fi Gun](#) | [3D Guns](#) | [Unity Asset Store](#)



Enemy:

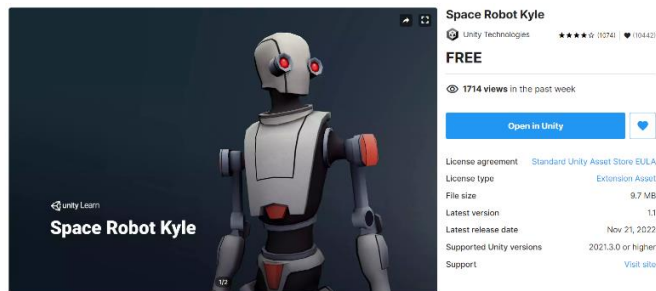
Asset: [Space Robot Kyle | 3D Robots | Unity Asset Store](#)

Enemy didn't follow so I had to use this: [How do I make an enemy follow me - Unity Answers](#)

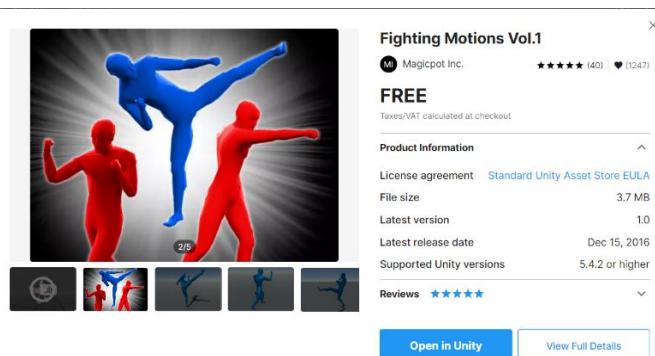
Create with Code:

[Lesson 4.2 - Follow the Player - Unity Learn](#)

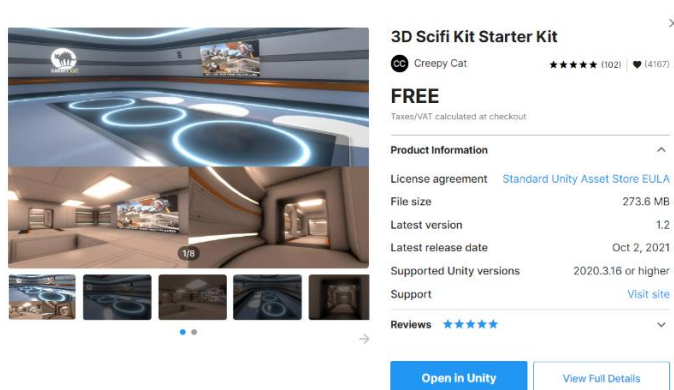
[Lesson 4.4 - For-Loops For Waves - Unity Learn](#)



Enemy Animations: [Fighting Motions Vol.1 | 3D Animations | Unity Asset Store](#)



Terrain Asset: [3D Scifi Kit Starter Kit | 3D Environments | Unity Asset Store](#)



Sliding Doors: (3:45 – 12:40) [\(1969\) Button Activated Sliding Doors - Unity Quick Tip - YouTube](#)

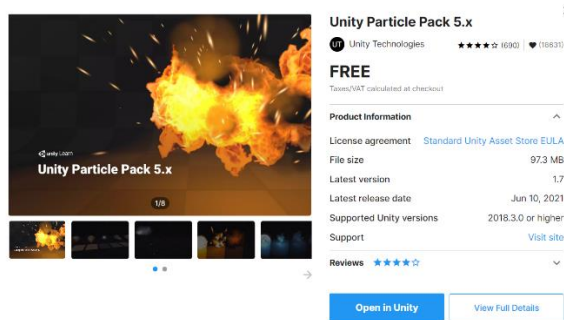
Game-Over Screen:

(6:41 – 7:57) [\(1969\) Unity Rolly Vortex Game - \(E06\): Collision Detection & Game Over - YouTube](#)

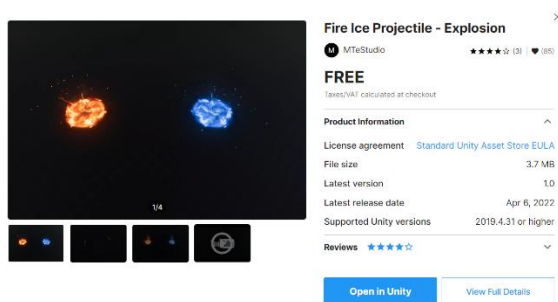
Create with Code: [Lesson 5.3 - Game Over - Unity Learn](#)

Particle Assets:

[Unity Particle Pack](#) | [Tutorial Projects](#) | [Unity Asset Store](#)

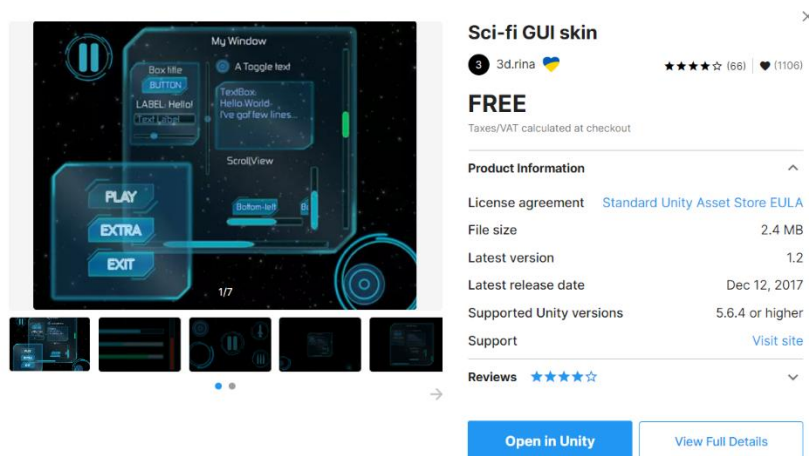


[Fire Ice Projectile - Explosion](#) | [VFX Particles](#) | [Unity Asset Store](#)



GUI for main screen and tutorial:

Asset: [Sci-fi GUI skin](#) | [2D GUI](#) | [Unity Asset Store](#)



Credits

Sarah –100%

Niamh – 0%