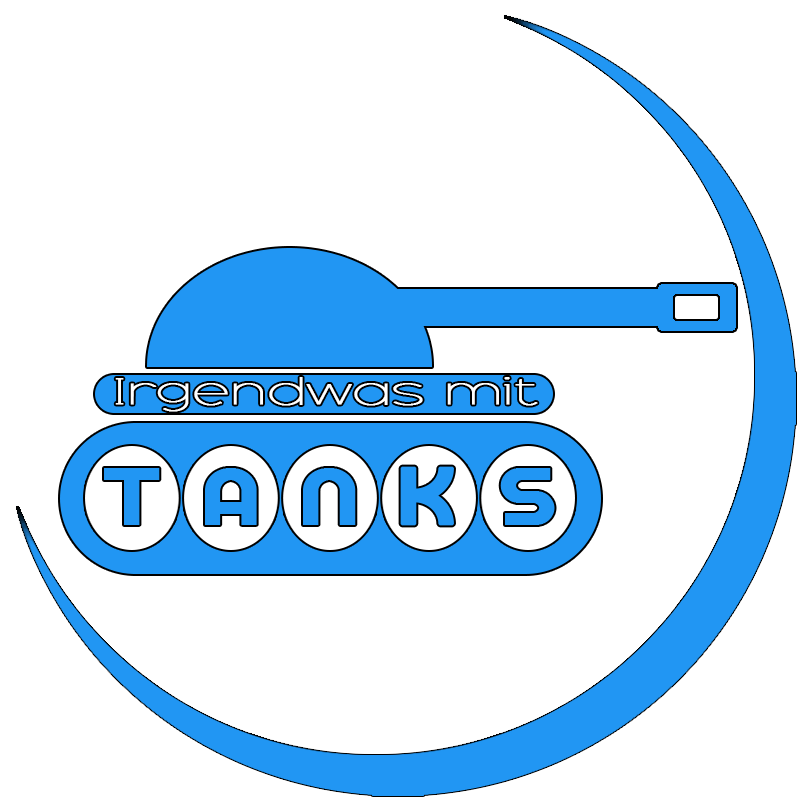
# General



|  |  |
| --- | --- |
| Title: | Irgendwas mit Tanks |
| Developer:  Unity Version: | Jonas Wilberding  2017.1.0f3 |
| Number of Players: | 2 - 4 |
| Tank- & Map-Selection: | Random |
|  |  |

# Third-Party Assets (used)

|  |  |
| --- | --- |
| Turtle | Assets/Models/Turtle.fbx |
| Rocks | Assets/Resources/Rocks/\*.prefab |
| Skybox Texture | Assets/Textures/skybox.png |
| Stone Texture | Assets/Textures/rocks2.jpg |
| Crate Texture | Assets/Textures/crate.jpg |
| Font | Assets/Fonts/joysticx monospace.ttf |

# Third-Party Assets (not used)

|  |  |
| --- | --- |
| Stone Texture | Assets/Textures/rocks.jpg |
| Lightning Texture | Assets/Textures/lightning.png |
| Immunity Texture | Assets/Textures/immunity.png |
| Grass Texture | Assets/Textures/grass.jpg |

# Used Libraries

|  |  |
| --- | --- |
| XInputDotNet | Assets/XInputDotNet/Plugins/x86\_64/XInputDotNetPure.dll |
| https://github.com/speps/XInputDotNet | |
| Gamepad Input | Assets/Scripts/Gamepad.cs |
| https://assetstore.unity.com/packages/tools/input-management/gamepad-input-10242 | |