**Capstone Project Resources**

**\*\*-- Books --\*\***

Unity from Zero to Proficiency - Patrick Felicia

* <http://learntocreategames.com/books/>

**\*\*-- Class --\*\***

Bekkerin Github - Dr. Ernst Bekkering

* <https://github.com/bekkerin/Snippets>

**\*\*-- Asset Purchases --\*\***

Fight 'Em Beat 'Em Music Pack - Joel Francis Buford

* https://joelfrancisburford.itch.io/fight-em-beat-em-music-pack

50 Menu Interface SFX – ColorAlpha

* <https://coloralpha.itch.io/50-menu-interface-sfx>

Complete UI Essential Pack – Crusenho

* https://crusenho.itch.io/complete-ui-essential-pack

2D Pixel Art Character Template Asset Pack – ZeggyGames

* https://zegley.itch.io/2d-platformermetroidvania-asset-pack

**\*\*-- Videos --\*\***

2D Player Movement - Game Code Library

* https://youtu.be/pYu36PLmdq0?si=R4sb8ggkAVWKE5Uk

2D Player Animations - Game Code Library

* https://youtu.be/Sg\_w8hIbp4Y?si=CyWmDxUBvdQzyCXY

Dynamic Enemy Jump - Game Code Library

* <https://youtu.be/roRYcRJqTwc?si=YqoSzFc3RVfGgiUj>

Drop Down Through Platforms – Game Code Library

* https://youtu.be/aWdwQJbg1Ds?si=IMIeCVDVS8Mq0EPa

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How to Use Unity's New INPUT System Easily – Bmo

* https://youtu.be/HmXU4dZbaMw?si=pn9Smw7WYLgRKoFe

Basic Saving and Loading in Unity with PlayerPrefs – Bmo

* https://youtu.be/x-5lrUSBwXY?si=3-ZxwukcPf6yjjY\_

6 Minute PAUSE MENU Unity Tutorial – Bmo

* https://youtu.be/9dYDBomQpBQ?si=c0xU091fMDtL0ofz

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UI Creation – Brackeys

* https://youtu.be/zc8ac\_qUXQY?si=MzcUoMEjjWW3SZrN

Health Bar Creation – Brackeys

* https://www.youtube.com/watch?v=BLfNP4Sc\_iA

Melee Combat in Unity – Brackeys

* https://youtu.be/sPiVz1k-fEs?si=XVAKVmAYGULE6nAK

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Unity Health and Damage System - Combat Tutorial(VRoid) - ReForge Mode

* https://youtu.be/NHuoiGtiZ7M?si=9uOkSpICIPH8VnFH