**Capstone Project Resources**

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

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Unity from Zero to Proficiency - Patrick Felicia

- http://learntocreategames.com/books/

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

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Bekkerin Github - Dr. Ernst Bekkering

- https://github.com/bekkerin/Snippets

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

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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

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

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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

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How to use UI Slider to change the volume of Audio Sources across scenes - Unity Tutorial - 2019

- https://youtu.be/9ROolmPSC70?si=rFbkYqSsPqwH3-CF

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\*\*-- AI Prompts to Help Learn C# Coding --\*\*

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- Asked to help lock player movement when blocking. Taught me about constraints.

- Asked to help set up animations properly. Taught me how to use AnimatorStateInfo.

- Asked to help set up cooldowns and timers for animations. Taught me how to use Time.deltaTime to set up blocking cooldown for enemy.

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