

Itch.io :

<https://upperx.itch.io/submersible>

Installation Instructions:

PC:

- Extract ZIP folder
- Run Submersible.exe
- Make sure to run it in 1920x1080p at the very least, no less

Android:

- Extract ZIP folder
- Put the .apk file on your Andorid device and install the app from your phone

Attributions

The scripts that make up the game was based on the tutorial from the Udemey course: <https://www.udemy.com/course/unitycourse/> (Laser Defender section). The scripts were completed by following the tutorials and modifying them to fit our game.

Various game assets that weren't used in our final game but used throughout the completion of the tutorial came from Kenney assets: <https://www.kenney.nl/assets>. One of the projectiles used in the final game is derived from Kenny assets.

The sound effects used came from Kenney assets as well as ZAPSPLAT:

<https://www.kenney.nl/assets>

<https://www.zapsplat.com/sound-effect-category/game-sounds/>

Music: Digimon Digital Monsters Digimon World 3

<https://www.youtube.com/watch?v=41oMUHAU6e8&>

Batman Font: <https://www.fontsupply.com/fonts/B/Batmfa.html>

Text Mesh Pro: <https://assetstore.unity.com/packages/essentials/beta-projects/textmesh-pro-84126>

Joystick Controls (From Unity Standard Assets)

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2017-3-32351>

Joystick Pack: <https://assetstore.unity.com/packages/tools/input-management/joystick-pack-107631>