**Controls:**

Walk: WASD

Move Camera: Mouse

Attack: Mouse Left Click

Shield: Mouse Right Click

Run: Left Shift (HOLD)

Progress through text: F

**Assets used:**

Skybox: <https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353#content>

Water: <https://assetstore.unity.com/packages/2d/textures-materials/water/simple-water-shader-urp-191449#description>

Village assets: <https://assetstore.unity.com/packages/3d/props/exterior/low-poly-brick-houses-131899#description>

Temple textures: <https://assetstore.unity.com/packages/2d/textures-materials/stone/dungeon-stone-textures-66487>

Monster camp: <https://assetstore.unity.com/packages/3d/environments/fantasy/ultimate-fantasy-creator-lite-45579>

Music/Sounds: <https://assetstore.unity.com/packages/audio/music/free-ambient-instrumental-music-180790#content>

<https://assetstore.unity.com/packages/audio/music/jungle-music-174077>

<https://assetstore.unity.com/packages/audio/music/action-rpg-music-free-85434#content>

<https://mixkit.co/free-sound-effects/water/>

<https://opengameart.org/content/win-sound-effect>

<https://assetstore.unity.com/packages/audio/music/free-music-tracks-for-games-156413#reviews>

Goblins: <https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/fantasy-monsters-zolrik-zolrikmercenary-strategy-rpg-124327>

Background: <https://i.imgur.com/mdZqV.jpg>

NPCs: <https://assetstore.unity.com/packages/3d/characters/humanoids/humans/lowpoly-medieval-peasants-free-pack-122225>

NPC animations: Mixamo

Player animation and avatar: Mixamo

**Code/Tutorials referenced:**

Timeline: <https://www.youtube.com/watch?v=pru5sx_hqeE>

<https://www.youtube.com/watch?v=G_uBFM3YUF4>

Hearts: <https://www.youtube.com/watch?v=3uyolYVsiWc>

Attack Combos: <https://forum.unity.com/threads/one-two-attack-combo.417184/>