

I chose to develop “Potter’s house”, a horror game, because given its genre, it gave me the opportunity to implement diverse special effects that could easily introduce the user into the subject, Potter’s life. I have tried making the game user friendly by using the WASD keys for the player’s movement and the mouse for shooting, like most games that are on the market. In terms of inspiration for creating this scene, I have been inspired by medieval architecture in terms of design, although I did not intend for the scene to fit in a particular period, this architecture suggests that it is an old house. The subject of the game is inspired by the world of witchcraft and horror. At first glance, the game is just a typical horror game, that also includes witchcraft that is usually associated with horror scenes. However, I have tried to create a game that does not fit into the standards of horror scenes, by making the ghost the antagonist of the story. In this case, the ghost is trying to protect its home and is making sure that the next owner will take care of it. The radios in the house that guide the player have the purpose of creating a special connection between the user and the house, the house is trying to help the player in succeeding. The potions that are found inside the house that the player will use in order to defeat the enemy, are made by the ghost, the owner of the house, which proves that the ghost is not evil. It is a game that is not meant to be played in order to achieve a high score, it does not even keep a score, it is a game that is meant to be experienced. Due to the user-friendly interface, it is meant to be used by everybody who is looking for a different outcome from a horror game and has the patience to also listen to a story. The user does not need gaming experience because the game does not test skills, it tells a story.

“Potter’s house” is a role-playing game that combines horror, adventure and shooting; therefore, it can have a diverse target audience. The game can be experienced on the player’s personal computer when they want to relax from the comfort of their own house.

The player must hit the play button for the game to start. They will be welcomed by the voice of the narrator that will describe the player’s status, who they are and the reason why they are inside the forest, near a house. Considering that the player is surrounded by trees and the door of the house is illuminated, they will go to the door which will open automatically. Inside the first room, the player will see the radio that will explain the rules of the game and give the player several tips, such as they will not find anything inside that room, therefore they will have to go to the next room, which is the owner’s bedroom. Inside owner’s bedroom, the player will find the second radio that will recommend them to go close to the closet which will uncover a secret room, the owner’s office. Inside the office, the player will find one bottle of purple potion and a key, when they turn around, they will find the radio that will give them a hint regarding where the next keys are located. The player has to go through the rooms they have already visited to find the door, when they get close to it, they will be able to open the door because they have the key. That door will uncover a room where the player will find the next key and a radio that will let them know that on the next floor, they will encounter the owner’s best friend whom the player must shoot three times. The player must climb the stairs in order to get on the first floor. Next to the stairs there is the first door they have to open with the key they found earlier. Inside that room, the radio will let them know that they have to get close to the wardrobe. Behind that, the player will find multiple potions and the key that will open the next door that is located on the hallway. When they get back on the hallway, they will collect the potion there and they will be able to open the kitchen’s door. Inside the kitchen there are potions and a book, when the player triggers the book’s collider, an audio will start playing. The audio will direct the player to the location of the owner’s picture. When they will get close to it, the final room will appear. Inside the final room the player will encounter the owner’s best friend whom they have to shoot three times in order for the ghost to disappear. Once the ghost is defeated, the player will be able to meet the owner, who will let them know that they succeeded all the obstacles, and the house is officially theirs.

From a technical perspective, the sound and the lights have a significant role in the guidance of the player through the scene. The script is written by me; however, the voice is from an app, called FreeTTS. The first audio source that represents the narrator, called “introhorror”, is attached to one of the trees that are in front of the house. It is designed to play on awake,

therefore the sound will be played only once at the beginning of the game. The radios have a sound attached to them that plays each time the player collides with the radio's box collider. In order for the sound to not overlap in case the player collides with the box multiple times in a short period of time, the sound is played through the radio's script, using lines of code similar with these: `AudioSource radiofour.GetComponent<AudioSource>();`  
`radiofour.Play();`. In comparison to the sound played at the beginning of the game that plays on awake, these ones are triggered by the collision, for them to not play at the same time at the beginning of the game. The sound effects for the doors, gun, potion, keys and zombie ("hurtsound") are played from the script called "PlayerControls". Inside the function `"OnTriggerEnter(Collider other)"`, when the player hits the: door's, potion's or key's collider a sound effect is played, using a code similar to this one:  
`"collectingPotion.PlayOneShot(audioclipPotion);"`. Inside the function `"Update()"`, the gun and the "hurtsound" for the zombie are played using a code similar to this one:  
`"hurtSource.PlayOneShot(hurtSound);"`. The sound of the main door, the main entry, is attached to the door and is played when the player collides with the box collider attached to it. The sound that is attached to the zombie plays on awake, because at the beginning of the game it is not active, and it is activated only later in the game. Likewise, the painting located on the hallways, plays the sound on awake because at the beginning of the game it is not active. Both objects have the sound attached to them. The owner's voice is attached to the object called "OwnerCube" and it is played once its collider collides with the player's collider. In terms of the lights, the type of most of the lights is "point", except for the "Fireplace\_01\_cast" that uses directional lightning. The intensity of the light is in correlation with the importance of that area of the house that lets the player know if they will find something there. The lights attached to the fireplace, chandelier, iron lamp and the lamps have the same color "9A4700", a warm yellow that lets the player know that the house used to be someone's home. The potions have the color purple, "C412C4", and the reason their intensity differs is for the player to not feel overwhelmed and be able to also see the key in case there is one. The light inside the cauldron inside the secret office is not as intense as the potion in order for the player to stay focused on the potion, that's the exact same reason why the color inside the cauldron it is different to the potion's color. Regarding the animation, the doors have an animator controller called "door" that was implemented outside of Unity, the animation is conditioned by the boolean variable "open" that at the beginning of the game is set to false, therefore they are closed. For the door at the entrance, the main door, the variable changes to "true" when the player's box collider collides with the door's box collider. For the doors inside the house, the variable "open" changes to true if the player collides with the door's box collider and if the player has the required number of keys. The code for the doors inside the house is attached to the player because the opening of the door is not only conditioned by the collision, but also by the number of keys the player has, number that is counted inside the code attached to the player. The animation for the keys was done inside Unity, by clicking create and then animation. Inside the animation panel, I have changed the position of the key after approximately 1.5 seconds, the first and the last keyframe is in the exact same position, to create the illusion of levitation, the illusion is amplified by the culling mode that is set to "always animate". Inside the animator controller called for example "Rust\_key", I have added the animation created and linked it with the entry node. The owner, named "Ch39\_nonPBR@Old Man Idle", has attached to it the animation called "Old Man Idle" that the animator is always animating. The game object representing the owner's best friend, named inside the game as "warzombie\_f\_pedroso@Zombie Walk", is inactive at the beginning of the game. Its animation is controlled by the controller called "Friend Controller", when the distance between the ghost and the player is at a distance greater than 7, the ghost is in the waiting state and the controller plays the "Zombie Idle" animation, if the distance is smaller than 7, the state of the ghost is getting changed to "CHASE\_PLAYER" and animator will play the animation called "Zombie Walk". In order to create a walkable path for the ghost I opened the Navigation window and selected the areas where the ghost is allowed to walk and then added the nav mesh agent to the ghost. At the same time, I selected

the objects in the room that are static, so the ghost will not be able walk through them. The box colliders in the game are also important, a collision can result in a sound to be played as mentioned earlier, but it can also influence the position of an object, as well as the appearance and disappearance of objects. The wardrobe inside the owner's bedroom, called in the game "BigCloset", has a box collider that gets triggered when the player gets close to it. The collision makes the closet to move its position in order to coincide with the position of the "target". The wardrobe that is in the first room located on the first floor, named "SM\_cabinet (5)", has a collider that when is triggered by the player's box collider becomes inactive so it disappears, and it enables the player to walk inside the secret room that was covered by the closet. Inside the kitchen, behind the second potion there is a book, tagged "book". When the player collides with that book's collider, two game objects become active, the "picture" and "SpecialCube". The "SpecialCube", once triggered by the player, opens the access towards the room where the ghost is, by activating the game object called "walldoor" inside the script, and deactivating the game object called "wall" inside the script. It also activates the ghost that is inside. Therefore the "SpecialCube" is not active at the beginning of the game in order to make impossible for the player to enter that room too soon, at a time when the player does not have enough potion in order to shoot the ghost. In addition, once the ghost gets deactivated due to being shoot three times by the player, the "SpecialCube" and "BigCloset (1)" get deactivated as well. In this way I make sure that the ghost will not reappear once the player collides with the "SpecialCube", and the player will be able to enter the room where the owner is positioned. The collection of keys and potions inside the game is also possible due to collision. Once the player triggers the box collider attached to the keys and potion, they become inactive, letting the player know that they collected it.

The most challenging part of creating this game was ensuring that the user gets the guidance needed in order to follow the required path towards the owner, while not creating a game that restricts the player from exploring the scene. In addition to the guidance received through the radios, the player is also guided through the lights, the code regarding the collection of keys is another way the player is guided. The player can access doors only if they have collected enough keys.

The parts that I consider working well are the radios, because the sound does not overlap in case the collider gets triggered twice, the collection of keys and potions, because the player is announced when the objects are collected, the collection of potions is also visible on the screen. The animation for the keys, the owner and the doors work well, because the animation gets activated at the right time and only if the conditions are met. The movement of the "warzombie\_f\_pedroso@Zombie Walk" works well because the ghost can chase the player when the condition is met, however, the ghost goes through the walls when is chasing the player, although the walls are set to static. I have also tried to change the settings inside the navigation panel and bake it, it did not work. Another problem I have encountered is regarding the doors inside the house, the sound effect overlaps because it gets triggered multiple times. The reason for this problem is that the sound for the door is played through the script called "[PlayerControls](#)" is attached to the player, using this line of code "dooropens.PlayOneShot(audioclip);". A possible solution would have been to attach the script for audio and the animation to the game object representing the door. In addition, I would have needed to declare a variable type "PlayerControls" that would be able to count how many keys did the player collect.

In order to improve the game, I would add a special tile inside the first room that would drop the player in the basement, where they must fight with one the owner's friend, a ghost. If the player defeats the ghost, they will receive the access towards the stairs that would let the player in the house.

Word count: 2503

Tree model and texture, used throughout the terrain



Unity standard assets environment package.  
<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351#content>

Standard Unity Asset Store  
EULA

Tree model and texture, used near the house



Old Game Stylized Props Pack  
<https://assetstore.unity.com/packages/3d/environments/old-game-stylized-props-pack-110066#content>

Standard Unity Asset Store  
EULA

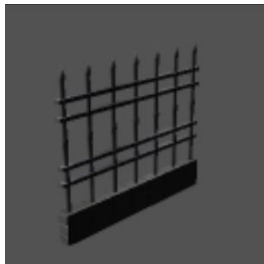
Grave model and texture



Old Game Stylized Props Pack  
<https://assetstore.unity.com/packages/3d/environments/old-game-stylized-props-pack-110066#content>

Standard Unity Asset Store  
EULA

Fence model and texture



Medieval Fence Pack  
<https://assetstore.unity.com/packages/3d/environments/medieval-fence-pack-11618#content>

Standard Unity Asset Store  
EULA

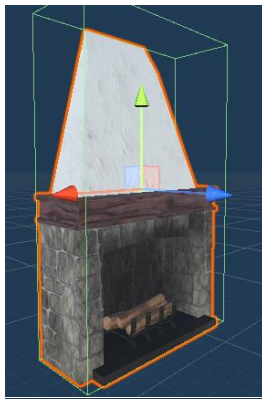
Column model and texture



Medieval Fence Pack  
<https://assetstore.unity.com/packages/3d/environments/medieval-fence-pack-11618#content>

Standard Unity Asset Store  
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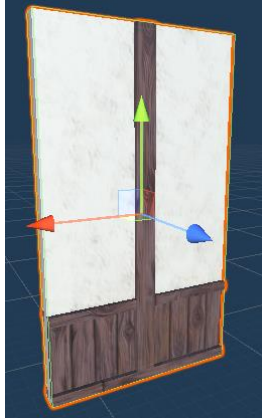
Fireplace model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

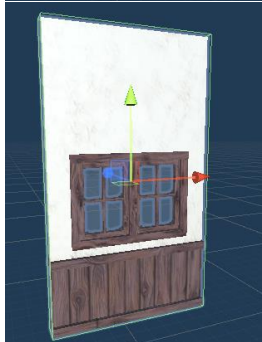
Wall model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

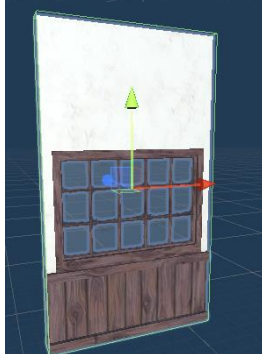
Wall with window model with texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

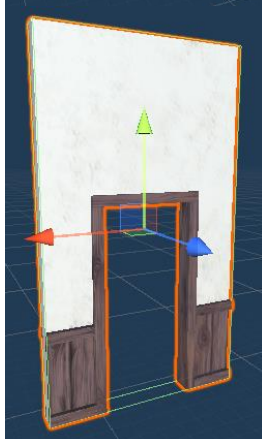
Wall with window model with texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

Wall model and texture

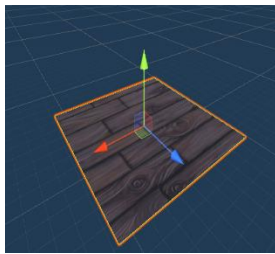


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Standard Unity Asset Store  
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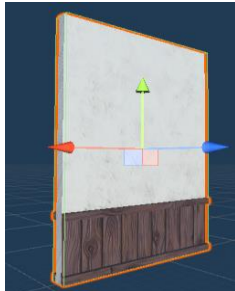
Floor model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

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Wall model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

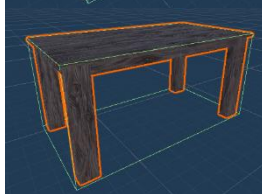
Bar model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

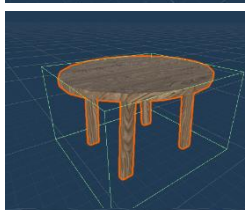
Table model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

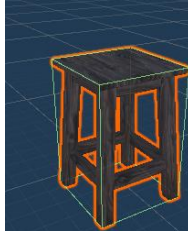
Table model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

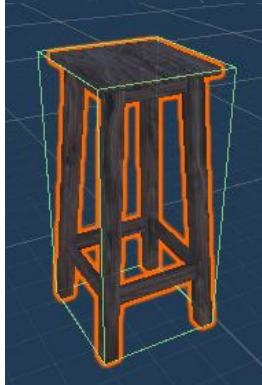
Chair model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

Chair model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

Lamp model  
and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

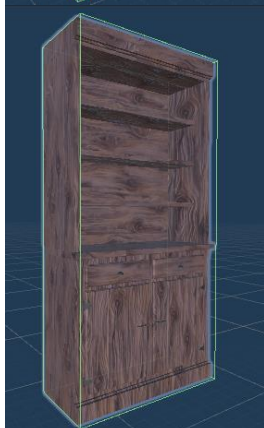
Closet model  
and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

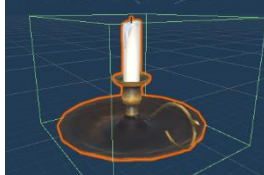
Closet model  
and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
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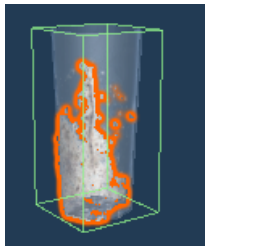
Lamp model  
and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

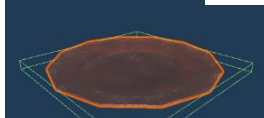
Glass model and  
texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
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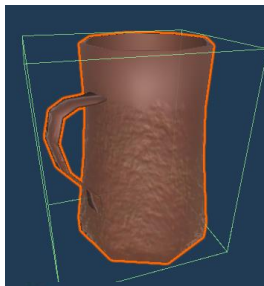
Plate model and  
texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
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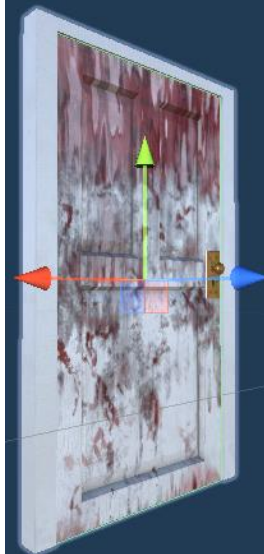
Jug model and texture



Medieval Tavern Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/medieval-tavern-pack-112546#content>

Standard Unity Asset Store  
EULA

Door model, texture and animation



Tim's Horror Assets - The Bloody Door  
<https://assetstore.unity.com/packages/3d/props/interior/tim-s-horror-assets-the-bloody-door-70847>

Standard Unity Asset Store  
EULA

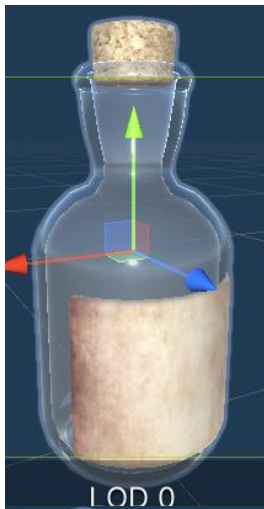
Caludron model and texture



FREE Witchcraft and Wizardry Asset Pack  
<https://assetstore.unity.com/packages/3d/props/free-witchcraft-and-wizardry-asset-pack-141428>

Standard Unity Asset Store  
EULA

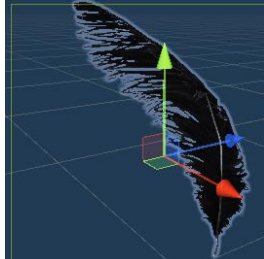
Bottle model and texture



FREE Witchcraft and Wizardry Asset Pack  
<https://assetstore.unity.com/packages/3d/props/free-witchcraft-and-wizardry-asset-pack-141428>

Standard Unity Asset Store  
EULA

Quill model and texture

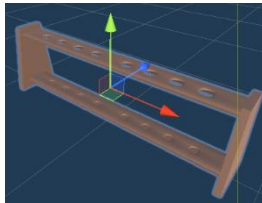


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Standard Unity Asset Store  
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VialRack model and texture

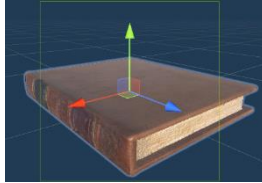


FREE Witchcraft and Wizardry Asset Pack

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Standard Unity Asset Store  
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Book model and texture

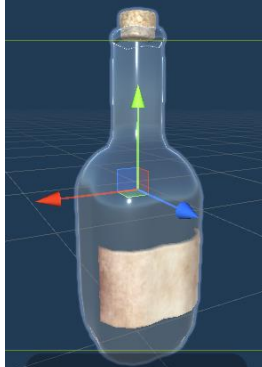


FREE Witchcraft and Wizardry Asset Pack

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Standard Unity Asset Store  
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Bottle model and texture

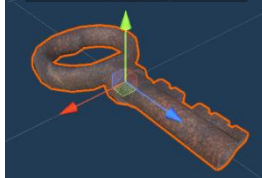


FREE Witchcraft and Wizardry Asset Pack

<https://assetstore.unity.com/packages/3d/props/free-witchcraft-and-wizardry-asset-pack-141428>

Standard Unity Asset Store  
EULA

Key model and texture



Rust Key

<https://assetstore.unity.com/packages/3d/props/rust-key-167590>

Standard Unity Asset Store  
EULA

Radio model and texture



Old Radio

<https://assetstore.unity.com/packages/3d/props/old-radio-148636#content>

Standard Unity Asset Store  
EULA

Nightstand model and texture

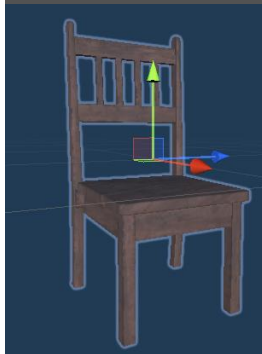


Old Nightstand

<https://assetstore.unity.com/packages/3d/props/furniture/old-nightstand-100266#content>

Standard Unity Asset Store  
EULA

Chair model and texture



Old Kitchen Assets

<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

Cup model and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

Table model and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

Jug model and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

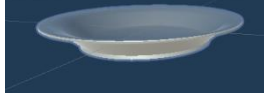
Lamp model and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

Plate model and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

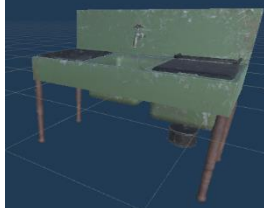
Pot model and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

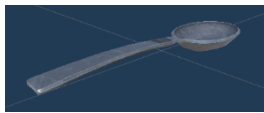
Sink model and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

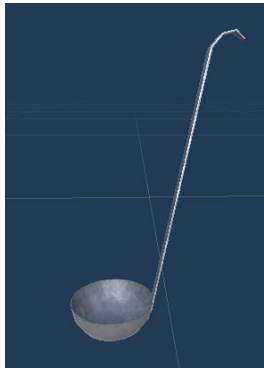
Spoon model  
and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

Trowel model  
and texture



Old Kitchen Assets  
<https://assetstore.unity.com/packages/3d/props/old-kitchen-assets-71374>

Standard Unity Asset Store  
EULA

Cabinet model  
and texture



Old Wooden Cabinet  
<https://assetstore.unity.com/packages/3d/props/furniture/old-wooden-cabinet-106249#content>

Standard Unity Asset Store  
EULA

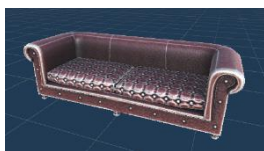
Chair, sofa and  
table model and  
texture



Antique Living Room Set  
<https://assetstore.unity.com/packages/3d/props/furniture/antique-living-room-set-109193#content>

Standard Unity Asset Store  
EULA

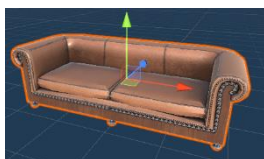
Sofa model and  
texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

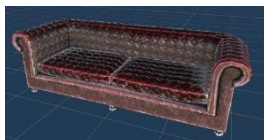
Sofa model and  
texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

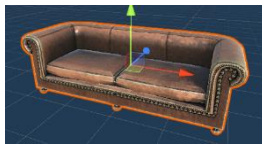
Sofa model and  
texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Sofa model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

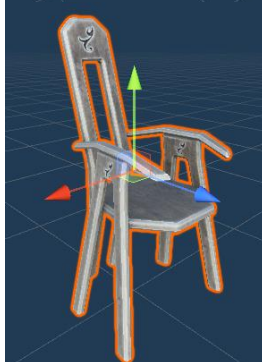
Closet model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Chair model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Closet model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

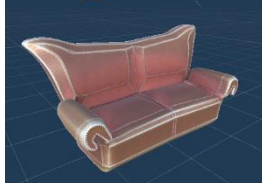
Closet model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

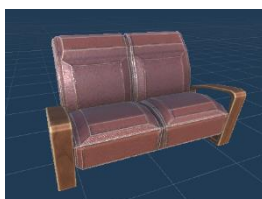
Sofa model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

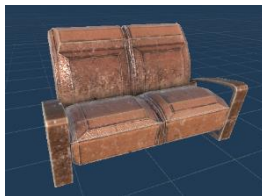
Sofa model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

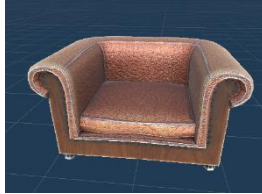
Sofa model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Armchair model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Armchair model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Closet model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Closet model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Table model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA

Closet model and texture



Furniture FREE Pack  
<https://assetstore.unity.com/packages/3d/props/furniture/furniture-free-pack-192628>

Standard Unity Asset Store  
EULA



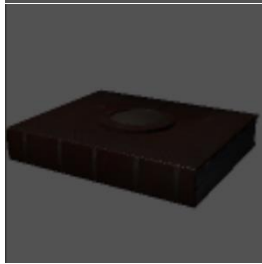
Potion model  
and texture



Mini Fantasy Pack  
<https://assetstore.unity.com/packages/3d/props/mini-fantasy-pack-177462#content>

Standard Unity Asset Store  
EULA

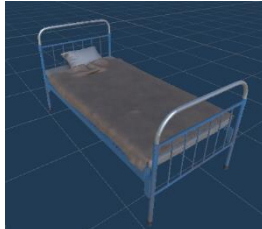
Book model and  
texture



Mini Fantasy Pack  
<https://assetstore.unity.com/packages/3d/props/mini-fantasy-pack-177462#content>

Standard Unity Asset Store  
EULA

Bed model and  
texture



PBR - Hospital Horror Pack. Free  
<https://assetstore.unity.com/packages/3d/environments/pbr-hospital-horror-pack-free-80117>

Standard Unity Asset Store  
EULA

Nightstand  
model and  
texture



PBR - Hospital Horror Pack. Free  
<https://assetstore.unity.com/packages/3d/environments/pbr-hospital-horror-pack-free-80117>

Standard Unity Asset Store  
EULA

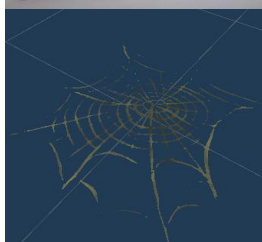
Picture model  
and texture



Classic Picture Frame  
<https://assetstore.unity.com/packages/3d/props/furniture/classic-picture-frame-59038>

Standard Unity Asset Store  
EULA

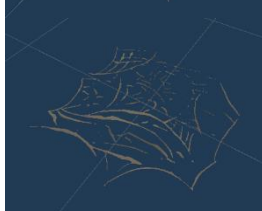
Spiderweb  
model and  
texture



Old Game Stylized Props Pack  
<https://assetstore.unity.com/packages/3d/environments/old-game-stylized-props-pack-110066#content>

Standard Unity Asset Store  
EULA

Spiderweb  
model and  
texture



Old Game Stylized Props Pack  
<https://assetstore.unity.com/packages/3d/environments/old-game-stylized-props-pack-110066#content>

Standard Unity Asset Store  
EULA

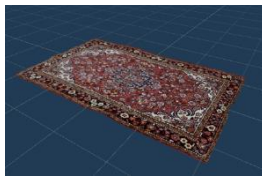
Spiderweb  
model and  
texture



Old Game Stylized Props Pack  
<https://assetstore.unity.com/packages/3d/environments/old-game-stylized-props-pack-110066#content>

Standard Unity Asset Store  
EULA

Rug model and texture



Free Rug Pack  
<https://assetstore.unity.com/packages/3d/props/interior/free-rug-pack-118178>

Standard Unity Asset Store  
EULA

Lamp model and texture



Old lamp  
<https://assetstore.unity.com/packages/3d/props/old-lamp-95730#content>

Standard Unity Asset Store  
EULA

Sky texture



AllSky Free - 10 Sky / Skybox Set  
<https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014#content>

Standard Unity Asset Store  
EULA

Character model and texture



Mixamo  
<https://www.mixamo.com/#/?page=1&query=wizard&type=Character>

Character model and texture



Mixamo  
<https://www.mixamo.com/#/?page=1&query=zombie&type=Character>

Animation for wizard

Mixamo  
<https://www.mixamo.com/#/?page=1&query=old+man+idle&type=Motion%2CMotionPack>

Animation for zombie

Mixamo  
<https://www.mixamo.com/#/?page=1&query=zombie+idle&type=Motion%2CMotionPack>

Animation for zombie

Mixamo  
<https://www.mixamo.com/#/?page=1&query=zombie+walk&type=Motion%2CMotionPack>

Image used for UI



Image Library Stock The Homebrewery  
Naturalcrit Potion - Magic Transparent  
Potion Clipart - Png Download  
[https://www.pikpng.com/pngvi/ihJhRm\\_image-library-stock-the-homebrewery-naturalcrit-potion-magic-transparent-potion-clipart-png/](https://www.pikpng.com/pngvi/ihJhRm_image-library-stock-the-homebrewery-naturalcrit-potion-magic-transparent-potion-clipart-png/)

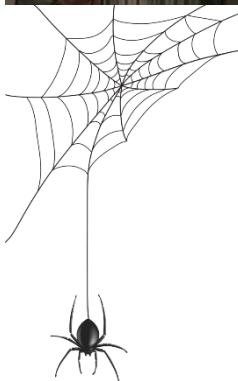
Personal Use

Picture used in  
the game



<https://m.blog.naver.com/PostView.naver?isHttpsRedirect=true&blogId=ksh81234&logNo=80210818414>

Image used for  
the menu



SeekPNG  
[https://www.seekpng.com/ipng/u2q8i1r5o0o0t4w7\\_png-library-download-spider-web-thank-you-errortape/](https://www.seekpng.com/ipng/u2q8i1r5o0o0t4w7_png-library-download-spider-web-thank-you-errortape/)

Personal Use

Water package  
And the sound  
for the player

Unity standard assets environment  
package.  
<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351#content>

Standard Unity Asset Store  
EULA

Texture



Unity standard assets environment  
package.  
<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351#content>

Standard Unity Asset Store  
EULA

Texture



Unity standard assets environment  
package.  
<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351#content>

Standard Unity Asset Store  
EULA

Billboard



Unity standard assets environment package.

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351#content>

Standard Unity Asset Store  
EULA

The app used for  
the script heard  
through the radio

<https://freetts.com/>

The sound for:

“Breath”,  
“closet”,  
“closetopens”,  
“collectpotion”,  
“collectskey”,  
“fireplace”,  
“gunshot”,  
“hurtsound”,  
“introgame”,  
“maindooropens”,  
“owl”

Mixkit

<https://mixkit.co/>

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