# Models

Arms: <https://cemckrc.itch.io/fps-arms-psx-style>

Trees: <https://elegantcrow.itch.io/psx-retro-style-tree-pack>

Office: <https://aleksandcazal.itch.io/detective-room>

Ghost Temp: <https://stephrobertgames.itch.io/villager-men-psxlowpoly-design>

Telephone: <https://studionokoi.itch.io/low-poly-assets-1>

Cellar-Materials: <https://assetstore.unity.com/packages/2d/textures-materials/concrete/yughues-free-concrete-materials-12951>

Flashlight: <https://assetstore.unity.com/packages/3d/props/electronics/flashlight-18972>

# Filters

PSXEffects: <https://assetstore.unity.com/packages/vfx/shaders/psxeffects-132368>

# Sounds

Telephone ring: <https://freesound.org/people/petaj/sounds/28353/>

Telephone Pick up Hang up: <https://freesound.org/people/crz1990/sounds/135902/>

The following three Sounds were changed with Audacity:

Ghost Damage 1: <https://www.soundsnap.com/sound_design_ghost_scream_sudden>

Ghost Damage 2: <https://www.soundsnap.com/sound_design_ghost_scream_stabbing_sudden>

Ghost Death: <https://www.soundsnap.com/sound_design_ghost_scream_massive>

Damage01 – Damage03 = cry pain man 06 – 08: <https://www.soundfishing.eu/sound/scream-in-pain>

# Skripts

Unity Task Manager Copyright chomp

<https://forum.unity.com/threads/a-more-flexible-coroutine-interface.94220/>

<https://raw.github.com/krockot/Unity-TaskManager/master/TaskManager.cs>