

\*\*\*\*\* Credits \*\*\*\*\*

**Player :**

Toon Fox by PxlTiger : <https://assetstore.unity.com/packages/3d/characters/animals/toon-fox-183005>

**Enemy :**

Slender Man (Slender The Arrival) by The Lister : <https://skfb.ly/6s8SX> + animations with Mixamo ( <https://www.mixamo.com/#/> )

**Items :**

Compass : Compass by ThomEck : <https://skfb.ly/6XoEs>

Old flashlight by Marek Picheta : <https://skfb.ly/GMKF>

Adventure Map by TraianDumbrava : <https://skfb.ly/6qYtR>

**Environnement :**

walls :

<https://assetstore.unity.com/packages/3d/environments/sun-temple-115417#description>

terrain textures:

<https://assetstore.unity.com/packages/2d/textures-materials/floors/outdoor-ground-textures-12555>

Translucent Crystals by SineVFX :

<https://assetstore.unity.com/packages/3d/environments/fantasy/translucent-crystals-106274>

Chucky by badanon1 : <https://skfb.ly/6AsZu>

Voodoo doll by GracenSorrows : <https://skfb.ly/6uZoz>

Horror Doll by Lukas Bobor : <https://skfb.ly/RDtF>

Nightmare Catcher by Jochon : <https://skfb.ly/OBwQ>

Vines by Jordan Burckhardt : <https://skfb.ly/6GIWL>

Creepy Tree by Thunder : <https://skfb.ly/6Zs6Z>

**UI and VFX (modified) :**

<https://assetstore.unity.com/packages/vfx/particles/cartoon-fx-free-109565>

<https://assetstore.unity.com/packages/3d/magic-particle-systems-lite-95868>

<https://assetstore.unity.com/packages/2d/gui/icons/stone-ui-182526>

**Audio :**

Ambient music : <https://www.youtube.com/watch?v=IATJR6DG23k&t=145s> (2song)

Enemy music : <https://www.youtube.com/watch?v=-zvQoPyY2XE>

Unity 3D GameKit audio : <https://assetstore.unity.com/packages/templates/tutorials/3d-game-kit-115747#content>

(Undergroung Atmosphere , footsteps, enemy attack sound)

Victory music : *I want to break free - QUEEN*