

For this project, I didn't really use any assets outside of class other than a couple meshes that I found while doing the previous homework project. Anything else I needed, I either looked up in the book, found in lab videos, or just used the knowledge from the class itself and what we'd learned about how UE5 works to figure out how other things worked, such as the lock and key. It used similar concepts as other things from class (light switch, projectile collisions, nav mesh unlock, etc.) which I was able to apply and make into the lock and key combo.

<https://fab.com/s/459fb1939d96> - Crates

<https://fab.com/s/ae006772d1ab> - Pallets

<https://fab.com/s/4d44bcf0aa9f> - Snowman