

Beyond the class material, I utilized a couple free resources from the Fab Library and then a mesh found online as well as a couple YouTube videos and the Unreal Engine Forum.

<https://skfb.ly/6UwFM> - pumpkin collection that turned into very large pumpkins (and my target pumpkin)

Other Assets:

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

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

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

<https://fab.com/s/44b41e639ce7> - Barrel (I think I used it? Fairly sure)

Main Menu Resources:

<https://dev.epicgames.com/community/learning/tutorials/DljL/how-to-create-a-main-menu-in-unreal-engine-5>

[https://youtu.be/kumZj\\_mov58?si=oFejJL6zTyF6joLz](https://youtu.be/kumZj_mov58?si=oFejJL6zTyF6joLz)

Level Restart:

<https://forums.unrealengine.com/t/restart-current-level-help/414422/5>