Citation Document for *Zombie Rain*

Project Member:

Yusheng Ding (1004480643)

## Texture:

**WASD.png and RightClick.png**

Download wasd keys png - wasd keys png - Free PNG Images. (n.d.). Retrieved from <https://toppng.com/show_download/164275/wasd-keys-png-wasd-keys/large>

**Alarm.png**

Alarm clock PNG image with transparent background. (n.d.). Retrieved from <http://pngimg.com/download/51572>

**Zombie.png**

Download Zombie Cartoon. (n.d.). Retrieved from <https://www.kissclipart.com/zombie-clipart-zombie-graphic-design-clip-art-6gxwei/download-clipart.html>

## Imported Pack (These Packages include textures, prefabs, and scripts.):

**Unity LowPoly Environment pack**

LowPoly Environment Pack: 3D Landscapes: Unity Asset Store. (n.d.). Retrieved from <https://assetstore.unity.com/packages/3d/environments/landscapes/lowpoly-environment-pack-99479>

**Fantasy SkyBox Free**

Fantasy Skybox FREE: 2D Sky: Unity Asset Store. (n.d.). Retrieved from <https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353>

**Low Poly Game Kit**

Low Poly Game Kit: Packs: Unity Asset Store. (n.d.). Retrieved from <https://assetstore.unity.com/packages/templates/packs/low-poly-game-kit-110455>

**First person AIO**

First Person All-in-One: Input Management: Unity Asset Store. (n.d.). Retrieved from <https://assetstore.unity.com/packages/tools/input-management/first-person-all-in-one-135316>

**Unity Standard Asset**

Standard Assets (for Unity 2017.3): Asset Packs: Unity Asset Store. (n.d.). Retrieved from <https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2017-3-32351>

**Flare Gun (Including gun model, scripts, and sound)**

Flare Gun: 3D Guns: Unity Asset Store. (n.d.). Retrieved from <https://assetstore.unity.com/packages/3d/props/guns/flare-gun-12820>

PolyBrush

Polybrush. (n.d.). Retrieved from <https://unity3d.com/unity/features/worldbuilding/polybrush>

## Models:

**Chalet.fbx**

Chalet. (n.d.). Retrieved from <https://poly.google.com/view/6ufSK2nQBc6>

**Zombie.fbx** (Zhead is a variation of Zombie.fbx)

Zombie Test. (n.d.). Retrieved from <https://poly.google.com/view/6qWXCNjBe-C>

## Scripts (Most are variation or only code snippets from the source):

**HealthDisplay.cs**

Unity 5 Tutorial: Easy Health Bar C# - using localScale - YouTube. (n.d.). Retrieved from

<https://www.youtube.com/watch?v=87R0PziLDJ0>

**HealthManager.cs** & **DmgObject.cs**

Unity 5 Tutorial: Take Damage / Do Damage - C# - YouTube. (n.d.). Retrieved from

<https://www.youtube.com/watch?v=gzXtfsezXWo>

**EnemyMove.cs**

Unity 5 Tutorial: Basic AI C# - Idling & Moving - YouTube. (n.d.). Retrieved from <https://www.youtube.com/watch?v=fkzPwYFS5o4>

**FaceCamera.cs**

Please help me with script making UI canvas look towards camera. (n.d.). Retrieved from <https://forum.unity.com/threads/please-help-me-with-script-making-ui-canvas-look-towards-camera.336270/>

**Menu.cs**

Open and Close Menus with Buttons or Escape Key | Unity 2018 Game Development - YouTube. (n.d.). Retrieved from <https://www.youtube.com/watch?v=aN11LnlF89I>

**BulletDisplay.cs**

**DataPass.cs**

**DontDestory.cs**

**GetScore.cs**

**KillCount.cs**

**Spawner.cs**

**TimeScript.cs**

Student Ding, Yusheng. (2020)

## Sound Effect:

**Button.wav**

Game Button Sounds Pack - Free Sounds - YouTube. (n.d.). Retrieved from <https://www.youtube.com/watch?v=HCqRNkiE0lI>

**Winning Soun.mp3:**

Epic Win Sound Effects - YouTube. (n.d.). Retrieved from <https://www.youtube.com/watch?v=GGoYBJvPEdY>

## Music:

Free to use 30 second music - YouTube. (n.d.). Retrieved from <https://www.youtube.com/watch?v=BAMTBnNbSiI>

1 Min Background Music "The Wheel" - YouTube. (n.d.). Retrieved from <https://www.youtube.com/watch?v=FC-Tm6lUyuo>

## Animations:

Zombie

**Idle.fbx**

**Walk.fbx**

**Attack.fbx**

Student Ding, Yusheng. (2020)

## Terrain

**Main.asset**

Student Ding, Yusheng. (2020)