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Interactive Multimedia Project:

Math Land

This resource was used to rotate objects:

<http://forum.unity3d.com/threads/79280-C-Rotation-Script>

All following resources scripts NOT used exact resource code: it was modified significantly to my requirments:

This resource was used to generate random numbers: <http://answers.unity3d.com/questions/18746/randomrange-not-working.html>

This resource was used to calculate after a sepcific time: http://stackoverflow.com/questions/16929805/how-can-i-wait-for-3-seconds-and-then-set-a-bool-to-true-in-c

This resource was used to change colors of labels on the menus: <http://answers.unity3d.com/questions/50344/guilabel-color-change.html>

Matt Smith script: CountDownTimer, was used BUT modified in some way to generate a method determining the percentage of remaining time!

Sound files resources:

### [SoundBible.com](http://soundbible.com/)

www.grsites.com/**sounds**/‎