**Youssef Darwich**

**Citations Document:**

**General Help:**

Scriptable Objects: <https://www.youtube.com/watch?v=aPXvoWVabPY>

Pooling Objects: <https://www.youtube.com/watch?v=tdSmKaJvCoA>

Getting random location on NavMesh: <https://answers.unity.com/questions/475066/how-to-get-a-random-point-on-navmesh.html>

Area of Damage Logic: <https://www.youtube.com/watch?v=ode1-TwzNT0>

Pausing Game: <https://gamedevbeginner.com/the-right-way-to-pause-the-game-in-unity/>

PlayerPrefs: <https://forum.unity.com/threads/how-do-you-save-a-boolean-to-playerprefs.5522/>

Button Technicality: <https://answers.unity.com/questions/1671454/dontdestory-gameobject-doesnt-work-on-button-click.html>

**Assets:**

Environment assets and player character: <https://maxparata.itch.io/voxelgraveyard>

Enemy character: <https://maxparata.itch.io/voxel-zombies>

Font: <https://www.dafont.com/little-zombie.font>

Crosshair Sprite: <http://pixelartmaker.com/art/2a8421b11b3a70e>

Shield Sprite: <https://www.dreamstime.com/pixel-art-design-shield-icon-vector-illustration-abstract-shield-icon-pixel-style-isolated-pixel-art-design-shield-image137622412>

Question Mark Sprite: <https://www.pngitem.com/middle/JhTwoT_peter-griffin-pixel-art-hd-png-download-png/>

Bomb Sprite: <https://www.nicepng.com/ourpic/u2q8o0u2a9e6o0a9_pixel-bomb-pixel-monster-gif/>

Soundtrack: <https://clement-panchout.itch.io/yet-another-free-music-pack>

Sound Effects: <https://jdwasabi.itch.io/8-bit-16-bit-sound-effects-pack/>

<https://fallenblood.itch.io/50-sfx/>

**My assets:**

Anything outside of the “External Assets” folder was created by me using blender/photoshop (from animations to objects to sprites).