**Youssef Darwich**

**Citations**

**Forums and Tutorials:**

Creating health bar: <https://www.youtube.com/watch?v=BLfNP4Sc_iA>

Creating shooting effect: <https://www.youtube.com/watch?v=rf7gHVixmmc>

Creating text mesh pro font: <https://learn.unity.com/tutorial/textmesh-pro-font-asset-creation#5f60578fedbc2a0022b98998>

Setting a pivot point: <https://www.youtube.com/watch?v=yVSa1wurt8s>

Creating Minimap: <https://www.youtube.com/watch?v=28JTTXqMvOU>

Resetting an animation: <https://answers.unity.com/questions/892871/how-can-i-reset-a-non-looping-animation.html>

Ignoring layers when raycasting: https://answers.unity.com/questions/787174/how-can-i-have-a-raycast-ignore-a-layer-completely.html

Additionally, I used the Unity Scripting API and forums on Stack Overflow for debugging code and correcting syntax. However, no direct code was taken from either.

**Assets:**

Color Palette: <https://www.color-hex.com/color-palette/61235>

UI Font: <https://www.dafont.com/theme.php?cat=303>

Skybox: <https://www.textures.com/download/LandscapesCityNight0010/78184>

Ammo Crate: <https://magic-games.itch.io/cyberpunk-sci-fi-crate/download/eyJleHBpcmVzIjoxNjQ3NjgyMTkyLCJpZCI6MTMzMDYyNn0%3d.5i1KvQLl7Mig8UweA4eGndmRi74%3d>

Weapons: <https://niko-3d-models.itch.io/free-futuristic-weapon-assets>

Buildings: <https://papptimus.itch.io/cyber-city>

Cars: <https://papptimus.itch.io/hovercars>

Enemies: <https://maxparata.itch.io/voxel-mechas>

Character Controller: <https://assetstore.unity.com/packages/essentials/starter-assets-first-person-character-controller-196525>

Default Gunshot Audio: <https://www.videvo.net/sound-effect/gun-shot-single-shot-in-pe1097906/246309/>

Laser Gunshot Audio: <https://www.soundfishing.eu/sound/laser-gun>

Shotgun Gunshot Audio: <https://www.fesliyanstudios.com/royalty-free-sound-effects-download/12-gauge-shotgun-289>

**My assets:**

Some assets included in the “My assets” folder were made completely by me using Blender and Photoshop. In addition, I animated some of the existing assets like the enemies and ammo crate using Blender and trimmed some audio clips like the gunshot audios using audacity.