

Game name: “In the forest”

## Things used in the game

From Unity

- Text Mesh Pro Package to manage better font display
- Cinemachine Package for better camera logic

## Fonts

- Permanent Marker from Google Fonts, convert the TTF file into a readable font via Text Mesh Pro “Font Asset Creator”

## 3D Models

*From the asset store*

- Fantasy Forest Environment Free Demo – Trees
- AllSky Free - 10 Sky / Skybox Set – Daytime Cartoon Skybox
- Rock and Boulders 2 - Rock Prefabs
- Low Poly Water Pack – Water
- RPG Low poly
- Pickaxe
- WoodCutting Axe
- Torch
- “EffectsTexturesAndPrefabs” Repurposed the “Shockwave” particles to demonstrate a position of interest.
- Lowpoly Medieval Peasants – For the player character, I then took the FBX file and put into Mixamo to export with animations.

## Audio

- FREE Casual Game SFX Pack
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## Scripts

- 3<sup>rd</sup> Person Movement Controller Tutorial - <https://www.youtube.com/watch?v=4HpC--2iowE>