[Characters]

[Player](https://www.mixamo.com/#/?page=1&query=paladin&type=Character)

[Player animations](https://www.mixamo.com/#/?genres=Fantasy&page=1&query=Sword+and+shield&type=Motion%2CMotionPack)

Enemies – [link1](https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy-monster-skeleton-35635) (dropped), [link2](https://assetstore.unity.com/packages/3d/characters/creatures/dungeon-skeletons-demo-71087), [link3](https://assetstore.unity.com/packages/3d/characters/toon-rts-units-demo-69687) [accessed 18.12.2018 & 13.02.2019] 🡪 death animations

have been downloaded from [mixamo](https://www.mixamo.com/)

[UI]

[Frost symbol](https://iconos8.es/icon/3297/copo-de-nieve)

[Fire symbol](https://www.kisscc0.com/clipart/fire-logo-flame-symbol-sign-fire-warning-symbol-z48mx9/)

[Lightning symbol](https://www.spreadshirt.com/lightning+bolt+icon+2+baby+lap+shoulder+t-shirt-D5b64f5b7205176329f78b773?sellable=jwba4VpdVeS1r7Myae3l-N3TkL)

[Sword](http://pluspng.com/sword-png-black-and-white-3233.html)

UI elements – minimap icons, heart, mana potion etc. - outsourced

[Minimap frame](https://assetstore.unity.com/packages/2d/gui/icons/easy-frames-pack-101417)

[Font](https://www.1001fonts.com/vacaciones-ffp-font.html)

[Environment]

[Potions](https://assetstore.unity.com/packages/3d/props/low-polygon-potions-pack-74967) mesh

[Water shader](https://assetstore.unity.com/packages/vfx/shaders/mobile-depth-water-shader-89541)

[Bridge Texture](http://julionicoletti.blogspot.com/2012/08/fantasy-town.html)

[Bridge Models](https://assetstore.unity.com/packages/3d/environments/fantasy/modular-fantasy-bridges-99940)

Buildings – [link1](https://assetstore.unity.com/packages/3d/simple-low-poly-village-buildings-99370), [link2](https://assetstore.unity.com/packages/3d/environments/fantasy/village-buildings-5-99911), [link3](https://assetstore.unity.com/packages/3d/environments/fantasy/fantasy-kindom-building-pack-lite-78378) [accessed 13.01.209 & 14.01.2019]

[Fountain](https://assetstore.unity.com/packages/3d/fountain-prop-75912) [accessed 27.01.2019]

Terrain has been created using [Terrain Toolkit](https://assetstore.unity.com/packages/tools/terrain/terrain-toolkit-2017-83490)

[Fence](https://assetstore.unity.com/packages/3d/free-low-poly-pack-65375) [accessed 25.01.2019]

[Trees](https://assetstore.unity.com/packages/3d/vegetation/trees/free-trees-103208) [accessed 25.01.2019]

[Other textures](https://assetstore.unity.com/packages/2d/textures-materials/floors/magic-ground-textures-69049) [accessed 26.01.2019]

[Scripts and functionality]

[Joystick sprites and functionality](https://assetstore.unity.com/packages/tools/input-management/joystick-pack-107631)

[Particle fx]

Particle Effects – [link1](https://assetstore.unity.com/packages/essentials/tutorial-projects/unity-particle-pack-127325) (fireball), [link2](https://assetstore.unity.com/packages/vfx/particles/spells/realistic-effects-pack-4-85675) (lightning and ice) [accessed 04.02.2019]

Water fx – [river](https://assetstore.unity.com/packages/vfx/shaders/mobile-depth-water-shader-89541), [fountain](https://assetstore.unity.com/packages/vfx/particles/environment/water-fx-pack-19248) [accessed 28.01.2019 & 15.02.2019]

[Sounds]

[Main menu theme](https://assetstore.unity.com/packages/audio/music/orchestral/nordic-landscape-68652) [accessed 20.02.2019]

[In-game theme](https://assetstore.unity.com/packages/audio/music/orchestral/ultimate-game-music-collection-37351) [accessed 20.02.2019]

[Death, victory themes](https://assetstore.unity.com/packages/audio/music/orchestral/ultimate-game-music-collection-37351)

[Fountain, fireball explosion, footsteps, sword hit, potion healing](https://assetstore.unity.com/packages/audio/sound-fx/universal-sound-fx-17256), enemies death

[Fireball cast & flight](https://assetstore.unity.com/packages/vfx/particles/fire-explosions/fire-spell-effects-36825)