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# Project Link

<https://github.com/jpablorl87/FirstPracticePolygonus.git>

# Terrain Material

<https://polyhaven.com/a/dry_ground_01>

# Prefabs

<https://assetstore.unity.com/packages/3d/environments/dungeons/cathedral-and-cemetery-kit-29240>

<https://assetstore.unity.com/packages/3d/environments/fantasy/stone-graves-292570>

<https://assetstore.unity.com/packages/3d/vegetation/poly-forest-252300>

<https://assetstore.unity.com/packages/3d/props/outdoor-wall-lamp-259394>

# Skybox

<https://assetstore.unity.com/packages/2d/textures-materials/milky-way-skybox-94001>

# Player

<https://assetstore.unity.com/packages/3d/characters/ghoul-zombie-114531>

# Template 3D URP 2022.3.22 LTS