## References

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| --- | --- | --- |
| Source | Image | Component |
| 1 |  | Game element - Player |
| 2 |  | Environment element - Torch |
| 2 |  | Environment element - Campfire |
| 2 |  | Boundary element - Fence |
| 2 |  | Game element - Log |
| 2 |  | Game element - Crate |
| 2 |  | Game element - Barrel |
| 2 |  | Environment element - Fire |
| 2 |  | Environment element - Ground |
| 2 |  | Environment element - Ground |
| 3 |  | Game element - Mob |
| 4 |  | Game element - Human |
| 5 |  | Game element - Brain |
| 6 |  | UI element - Font |
| 7 |  | UI element - Heart |
| 8 |  | UI element – Background for buttons/score |
| 9 | Audio | Audio Element - Bite |
| 10 | Audio | Audio Element - Hit |
| 11 | Audio | Audio Element - Mob |
| 12 | Audio | Audio Element - Music |
| 13 | Audio | Audio Element - Humandeath |
| 14 | Audio | Audio Element - Zombiedeath |

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2. <https://www.assetstore.unity3d.com/en/#!/content/11256>
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