## 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 |

1. <https://www.assetstore.unity3d.com/en/#!/content/17622>
2. <https://www.assetstore.unity3d.com/en/#!/content/11256>
3. <https://www.assetstore.unity3d.com/en/#!/content/86576>
4. <https://www.assetstore.unity3d.com/en/#!/content/79870>
5. <https://www.assetstore.unity3d.com/en/#!/content/89596>
6. <http://www.fontspace.com/darrell-flood/zombiebites>
7. <https://play.google.com/store/apps/details?id=com.doomslots.queenofhearts&hl=en>
8. <https://opengameart.org/content/ui-button>