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**Game Story:**

The Planet was taken over by the ever independently evolving androids that humans created. The year is 2062. The androids are sucking electricity from every source they can find, which includes lamps, generators, toasters and even whole cities. Our hero, in their journey to survive, stumble over a destroyed city that lives under the light of gas lamps. As they get close to the residents of the city, they feel obligated to help them get back their electricity, by destroying the android forces, and maybe even spark a revolution.

**Coding Tutorials**

Movement:

<https://www.youtube.com/watch?v=dwcT-Dch0bA>

<https://youtu.be/XQ_w9iZl0UM>

Save/Load:

<https://www.youtube.com/watch?v=XOjd_qU2Ido>

Coroutines: <https://docs.unity3d.com/ScriptReference/MonoBehaviour.StartCoroutine.html>

Animation Layers:

<https://www.youtube.com/watch?v=n-3sK-cPIBY>

Child GameObjects:

<https://answers.unity.com/questions/205391/how-to-get-list-of-child-game-objects.html>

Unity 2D lighting:

<https://youtu.be/n08EA3svNT8>

<https://youtu.be/nkgGyO9VG54>

**Assets**

**Sounds:**

Footstep: <https://freesound.org/people/test_sound/sounds/464265/>

Ambient Cave Sound: <https://freesound.org/people/fonografico/sounds/611927/>

**Textures:**

# Seamless wood texture: <https://www.myfreetextures.com/seamless-wood-texture/>

Photo by FWStudio from Pexels: <https://www.pexels.com/photo/brown-parquet-172286/>