<u>*We would like to give credit*</u>

During the working process, we have made use of a variety of different resources that we would like to give credit to, since they have been a helpful contribution to the outcome of the project!

- YouTube resources:
    - Brackeys Tutorials Unity:
        - [START MENU in Unity](#)
        - ▶ SETTINGS MENU in Unity
        - ▶ PAUSE MENU in Unity
        - ▶ THIRD PERSON MOVEMENT in Unity
        - ▶ FIRST PERSON MOVEMENT in Unity - FPS Controller
        - ▶ ENEMY AI - Making an RPG in Unity (E10)
        - ▶ GAME OVER - How to make a Video Game in Unity (E08)
        - ▶ Unity NavMesh Tutorial - Basics
    - ▶ How to Access Children of a GameObject In Unity
    - ▶ FULL 3D ENEMY AI in 6 MINUTES! || Unity Tutorial
- other Online Resources:
    - https://www.rechner.club/raetsel/labyrinth-generieren
        - for generating the labyrimth templates we started with, even though we DIY-ed our own ones in the end
    - https://creators.aiva.ai/
        - for generating an artificially created music track that you can listen to during the entire game
        - the copyright belongs to AIVA
    - https://github.com/Brackeys/NavMesh-Tutorial
        - as the resource we took the NavMeshComponents for the enemy's moevemtn from

And last, but not least, the material that was accessible online in the Courseware section of the course! :)