

Project1 sources and contributions

Citations

Laser Gun:

shooting lasers tutorial: <https://www.firemind-academy.com/p/how-to-shoot-lasers-in-unity>

fire rate: <https://answers.unity.com/questions/1089097/how-to-set-fire-rate-to-raycast-script.html>

Ray-Casting: <https://docs.unity3d.com/ScriptReference/Physics.Raycast.html>

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

<https://u3ds.blogspot.com/2021/12/shooting-laser-raycast-linerenderer.html>

<https://assetstore.unity.com/packages/tools/particles-effects/volumetric-lines-29160>

Light Saber:

Mechanics: <https://www.turbosquid.com/3d-models/skywalker-lightsaber-3d-model-1748428>

https://drive.google.com/file/d/10NLrLOs1lwp5hY1rSJgLIhO-L_5Z7Zed/view

saber fade & battery: <https://stackoverflow.com/questions/54042904/how-to-fade-out-disappear-a-gameobject-slowly>

Terrain & skybox:

<https://unityassets4free.com/mars-environment/>

Particle System:

<https://unityassets.net/vfx/toon-projectiles-2-free-dowload/>

Sound effects

laser gun sound effect: <https://djlunatique.com/laser-gun-sound-effect/>

enemy dying sound effect: <https://elements.envato.com/alien-monster-dying-sound-1-F7VAHKR>

empty gun sound effect: <https://pixabay.com/sound-effects/search/empty%20gun/>

monster dying sound: <https://mixkit.co/free-sound-effects/monster/>

danger sound effect: <https://www.dreamstime.com/stock-music-sound-effect/danger.html>

level completed: https://freesound.org/people/deleted_user_4798915/sounds/275971/

Player:

astronaut player asset:

<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/stylized-astronaut-114298>

Player Movement: <https://assetstore.unity.com/packages/essentials/starter-assets-first-person-character-controller-196525>

astronaut player asset:

<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/stylized-astronaut-114298>

Player Movement: <https://assetstore.unity.com/packages/essentials/starter-assets-first-person-character-controller-196525>

Enemies & their animations

small alien monster: <https://assetstore.unity.com/packages/3d/characters/creatures/alien-character-20838>

medium alien monster:

<https://assetstore.unity.com/packages/3d/characters/creatures/fantastic-creature-1-103074>

large alien monster:

<https://sketchfab.com/3d-models/alien-animal-re-texture-baked-d203fafcc140499c84036c46e5300cdd>

UI

Building the health/oxygen bar: https://www.youtube.com/watch?v=BLfNP4Sc_iA

building the start/game over/ winning scenes:

<https://www.youtube.com/watch?v=K4uOjb5p3Io>

https://youtu.be/zc8ac_qUXQY

Loot assets:

health: <https://sketchfab.com/3d-models/health-pack-asset-sci-fi-362becedb1444221b0bfa45b32567983>

oxygen: <https://sketchfab.com/3d-models/sci-fi-oxygen-tank-8fc54f9755044f2d80c9205c6bc75c98>

ammo: <https://sketchfab.com/3d-models/sci-fi-ammo-box-4c6909a31e5346fe8e3a5e216b447d81>

battery: <https://sketchfab.com/3d-models/micro-fission-battery-e514d9b7708742878d4cc45db9066da0#download>

Army group: Ali Youssef Solh
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Mohamad Khalifeh
Yara Harb

Environment:

desert planet bunker: <https://sketchfab.com/3d-models/desert-planet-bunker-garage-thing-eb3177a1c7947b98328d8cab6aa8600>

mission base: <https://sketchfab.com/3d-models/mars-one-mission-base-83ced347037f47aba8473147d65df074>

Contributions

(Before we list the contribution of each team member, we need you to please keep in mind that we were all working together on the project at the same time in the same room. All team members know all functionalities in the game and how each feature is implemented and works. In general, to make the contribution list, we assigned each task to the person that contributed the most to this task)

Mohamad Khalifeh: Laser Gun, Player controller, Light Saber, Scripts for the score, loot

Ali Youssef Solh: Enemies Behavior (agents, enemy scripts, controllers...), Navigation and Animator, Loot, and Gun controllers.

Yara Harb: UI, Scene Management, Documentation

Rani Salman: Light Saber, search for terrain and assets, materials and particle system, documentation.