

Project Dragon

„Praktische Medienproduktion von Andre Peters & Christopher Zelch“

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Land:

Deutschland

Wortanzahl:

-

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Pfungstadt, 23.11.2021

Ort, Datum



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Game Design Document

Project Dragon

Philosophy

Discuss the core of the game. What is it about? How did you come across it? What do you want to say? What does the game achieve?

Small amusement for in-between to brighten the day of its player-base with some fun gameplay and exciting harmless gambling aspects. We have seen that tower defense games fell out of fashion in the last years and want to show gamers how fun this genre really is. To make the game more state of the art we add gacha elements and more customization so that the modern player-base is more intrigued by it. Our goal is to show players how much they can identify with creatures no matter if they are good or evil as long as they are relatable and how big everyone's value is regardless of where they came from. Also, the fact that humans aren't the hero in every story even if we are part of them. It is not in the player's interest to 'beat' the game, rather they are supposed to enjoy their journey with our various creatures through the many waves that will try to kill them.

Genre

What kind of a game is it? Is it a board game, card game, sports, adventure, puzzle, or something else?

Project ß is a **Commander-based Tower Defense Game**. Before starting the round, you have to create a small team of monsters, with a Dragon as your Commander, these all have to be from the same faction. You will be attacked by waves of human knights and their weapons while defending your base with your team.

Targeted audience

Who will play your game? What is the age group that you're targeting? What do they do? What kind of gamers are they, and what is their playing pattern?

"The novice" - Plays very few games

"Story hunter" - Cares more about the story than the gameplay

"The casual" - Plays a few hours per week

"Achievement hunter/completionist" - Cares more about finding secrets over the actual game completion

"The hardcore" - Plays games daily and has a schedule

"The magician" - Can play at least one game with their eyes closed

"The nerd" - Eat -> Play -> Sleep -> Repeat

Project Dragon is a game for everyone. No matter if you want to play a game in-between breaks or want to invest hours on end, you will enjoy the playthrough. Due to the lore that each creature embeds they hold meaning which can be read through if the player so chooses. Its gacha elements will both give the player enjoyment and a mission to be able to collect every possible creature. The big cast of units and commanders make the game personalizable so that the player is able to experiment with units to their will and compare their ideas and teams with other players. Its high-score feature adds a small competitive aspect to the game for players that prefer to compare themselves with others.

Target system

Which platform do you want to release it on? What is the release plan?

**Which systems will be able to run this game? Will it run on older systems as well?
Are you planning for some new versions of systems?**

Mobile

- Android
- IOS



Android:

Public Beta 1. April.2022

Polished Release 1. September.2022

IOS:

unknown

Supported Phones:

Android with KitKat

iPhones with IOS*TBA:

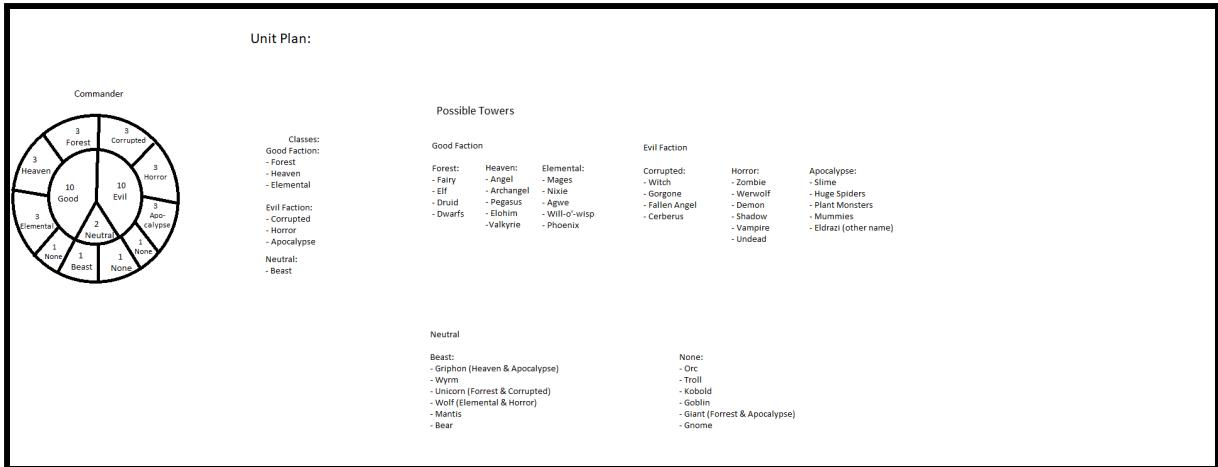
Plot and story

Discuss the plot briefly here, including your inspirations. Write basic story outlines as well. As you progress, write out the detailed story or attach the supporting story documents.

Plot quasi Französische Revolution als prequel

Characters

Who are the characters in the game? Some are PCs (playable characters), those whom you can control. The others are NPCs (non-playable characters), whom the gamer can't control.



link of char sheet.

Features

Go into details about the features of your game. What are you playing? How are you playing it? What are the things that happen when you play? Describe the basic and advanced features of the game here.

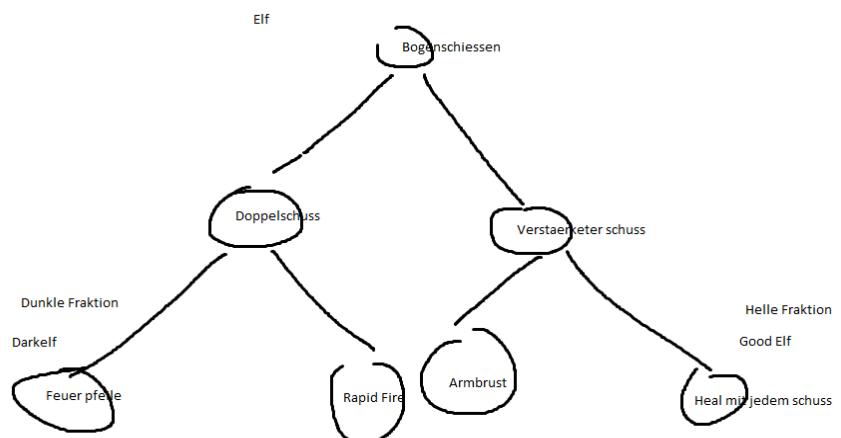
Battle preparation

Before the player chooses the map they want to play on, they create their own team. To create that he chooses one commander and up to 8 towers of the same faction or neutral.

Tower

There are various types of towers all with their own faction (Good, Evil, or Neutral) and classes (Forest, Heaven, Elemental, Corrupted, Horror, Apocalypse, Beast, or Classless). They can only be placed before the wave starts for their respective price from a top-down view (90° camera).

Also, towers can neither be moved after being placed nor can they be attacked by humans. They are also able to be leveled up in-between waves by using **gold**. The possible gains are based on the path taken in that object's skill tree, which for the neutral classes are sometimes restricted based on the commanders' faction.



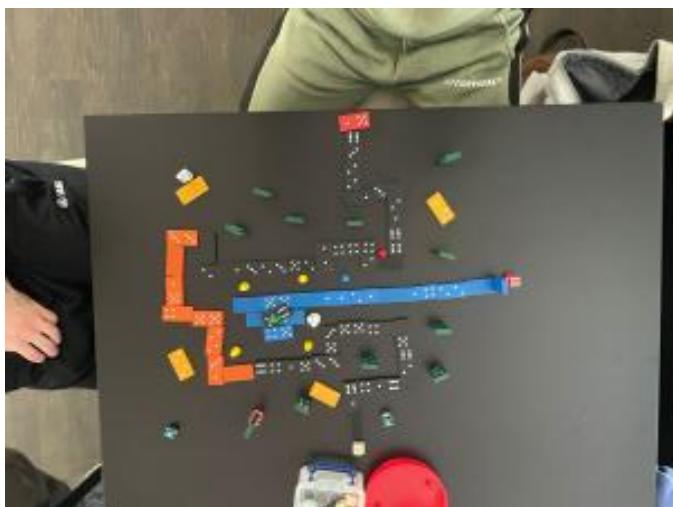
Eg: Level System

Commander

The single commander can be controlled by the player during each of the waves. They too have a faction and class, but also come with their own 3 abilities and basic attacks to fight against the humans. These abilities can include Single target damages, skill shots, AOE damages, AOE buffs, and self buffs. Due to the importance of a commander, they are also attacked by some of the humans being a second lose condition if not able to be kept alive. Unlike towers, the commander can freely roam around the map to make fighting easier, this will take place at a 60° angle to ensure better controls and a better game feel. A Commander can level up too, but instead of costing gold, they have to have reached a predefined wave to be able to choose their next upgrade. Based on the chosen path either singular abilities can be buffed or the stats of the commander (health, strength, defense, cooldowns, attack speed, and speed) can be increased.

Map

The round starts with a tracking shot of the map to show the player where the round takes place. The visuals of the map depend on the commander's faction. Each of the possible maps has its own unique feature. The currently 3 planned maps have a waterfall, heightened bridges which not every tower can reach, and 4 different human spawn points respectively. Also, they feature various objects that not everyone can pass to make the movement in each map more diverse, although some of them can be destroyed. During the waves, chests may spawn that when destroyed give the player much gold, some chests are there from the beginning, but increase their value over time, so that the player may choose when to destroy them.





Collecting Units and Commanders:

To get the usable units and commanders in-between rounds players have the chance to open loot boxes that are earned after finishing rounds. They can include commanders, towers, **in-game money**, and **gems**. If a player desires to get a certain tower or commander they can craft those by using gems or if they want more loot boxes they can be bought by both in-game and regular money. Some towers and commanders are available from the start to help new players find their favorite faction or class; others can be bought directly.

Visual examples

This portion is significant because it lets the readers properly visualize the game you have in mind. Begin with concept art, and go along adding assets to describe your features, mechanics, and game world.

Commander



<https://assetstore.unity.com/packages/3d/characters/creatures/little-dragons-tiger-64248>



<https://assetstore.unity.com/packages/3d/characters/creatures/little-dragons-sea-69048>

Units



<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/polygon-mini-fantasy-character-pack-122084>

Enemies



<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/polygon-mini-fantasy-character-pack-122084>

Map



<https://assetstore.unity.com/packages/3d/vegetation/trees/polygon-nature-low-poly-3d-art-by-synty-120152>

UI

Overall aesthetics

This deals with the general tone of the game. What sort of impression do you want the gamer to have about the overall environment and ambiance? This portion describes the nature of the whole experience in terms of all the assets, sound, and mechanics.

CI-Manual:

https://docs.google.com/document/d/1RsCe8pQhJHjmTxr_ocDyigrs2IVIS1hrtGB474tRcJA/edit#

Good

- playful/cute
- beautiful
- holy (heaven stuff)
- summer
- cute high pitch sounds

Evil

- scary
- cold
- dark
- disgusting
- deeper louder mumbling sounds

Neutral

- feral
- basic
- silly
- clear realistic sound

Gameplay mechanics

Describe your game mechanics. What are the controls, and what do you do with them? Is it a level-based game? If yes, then how do you move up the levels? How do you overcome the challenges, and what rewards await you upon success? Discuss the unique experiences the player will encounter and how the overall system will support them?

Controls

The player controls the commander and buildings and can do the following things:

- **Move:** Touch
- **Basic Attack:** Touch on Target
- **Abilities 1-3:** On Buttons
- **Place Tower:** Drag and drop
- **Upgrade Towers and Commander:** Click on Tower/Commander and then on the skill button

Gameplay Loop

When the round starts or after killing every enemy of a wave the players may use their earned gold from killing the humans to either build towers or upgrade the commander or the already placed towers. When they feel ready for the next wave they can start it and try to kill all the humans with the commander and the towers. This process repeats until either the commander dies or the HQ loses all its health. After the round ends the player gets either a loot box, gems, or in-game money, based on their accomplishments. The money can be used to buy loot boxes or some of the directly buyable units. Loot boxes may include units or commanders of various rarities (common, rare, epic, legendary, or mythic) or even gems.

Game Feel

Sound

- Background sounds
- UI sounds
- Enemy SFX
- Commander SFX
- Ability SFX
- Tower SFX
- Environment SFX
- Collision Sounds
- Open Lootbox sounds
- End of round Sound
- Tower place sound
- Deconstruct
- Level up
- Pickup Item
- Destroy objects

Haptics

Vibration

- Opening of legendary or mythical commanders or towers
- On hit on the commander

Visual Effects

Screen Shake

- Hit on Commander
- Opening of loot boxes scaling with rarity

Particle Effects

- Abilities
- Buffs
- Commander trailing
- Destroying of objects
- Enemies
- Tower

Team

Developers

- Christopher Zelch
 - Project Management
 - Network Programming
 - Gameplay Programming
 - Monetization
 - Performance Optimization
 - Playtesting
 - QA
- Andre Peters
 - Game Design
 - AI Programming
 - UX Desing
 - Writing
 - Animations
 - UI Programming
 - Balancing
 - Playtesting

Beta Plans

Network:

- Photon Connection
- Playfab Authentication

UX:

- Camera Movement
- Tracking Shot
- Zooming
- Audio Manager
- (Card Preview) (Not done for time reasons)

UI:

- Intro
- Authorize Screen (semi-polished)
- Home Screen (semi-polished)
- Settings
- Lobby
- Deck & Cards
- Tower Placing
- Commander

AI:

- Enemy Spawner
- Wave Manager
- Wave Builder
- Enemies
- Splines

Decks & Cards:

- Deck Manager
- Deck Builder
- Filter/Sort Manager (Not done since it wasn't useful and therefore unnecessary)

Gameplay:

- Commander
- Player (Input, Animation, Sound)
- Units
- Unit Manager

- Abilities
- Skilltree
- Map
- Map Objects (partially done)
- Choosing a Deck

Tools:

- Card Create Tool
- Debug Tool

Scope Concept:

- 2 Maps ()
- 3 Commander
- 10 Units
- 3 Enemies
- 1 Boss

Scope Build:

- 1 Map
- 1 Commander (Good)
- 10 Units (Good Neutral) (8)
- 4 Enemies (2 Ranged Attacker + 2 Runner)

Funding

This is an optional segment. If you have any ideas regarding the financing of your project and how to market it after publishing, you can keep a tab of them here. Gradually you can verify your previous estimations, learn from them, and make better decisions later on. Many don't include this segment in the GDD, but many indie teams do.

Marketing

Gorilla wie Talal jetzt sagen würde.

Sales

Ingame Money

Lootbox

Lootboxes can contain commanders, towers, or gems.

Lootbox price 4.99, 9.99, 29.99, 49.99, 99.99

Drop rate

- common (40T, gems 50) 52.71%
- rare (25T, common + gems of 100) 33.32%
- epic (11C, 12T, rare + gems of common) 11.04%
- legendary (7C, 7T, epic + gems of rare) 2.22%
- mythical (2C) 0.71%

Gems

- common (100) -> (50)
- rare (250) -> (125)
- epic (500) -> (250)
- legendary (2000) -> (1000)
- mythical (-) -> (3000)

Bundles

Contains a collection of one commander and various towers.

Project Dragon

Color:

Good <https://colorhunt.co/palette/fcd8d4fdf6f0f8e2cff5c6aa>:

Background: FCD8D4

Accent1: FDF6F0

Accent2: F8E2CF

Contrast: F5C6AA

Bad <https://colorhunt.co/palette/f3f1f5f0d9ffbf2db7f7c82>:

Background: F3F1F5

Accent1: F0D9FF

Accent2: BFA2DB

Contrast: 7F7C82

Neutral <https://colorhunt.co/palette/f0e5cff7f6f2c8c6c64b6587>:

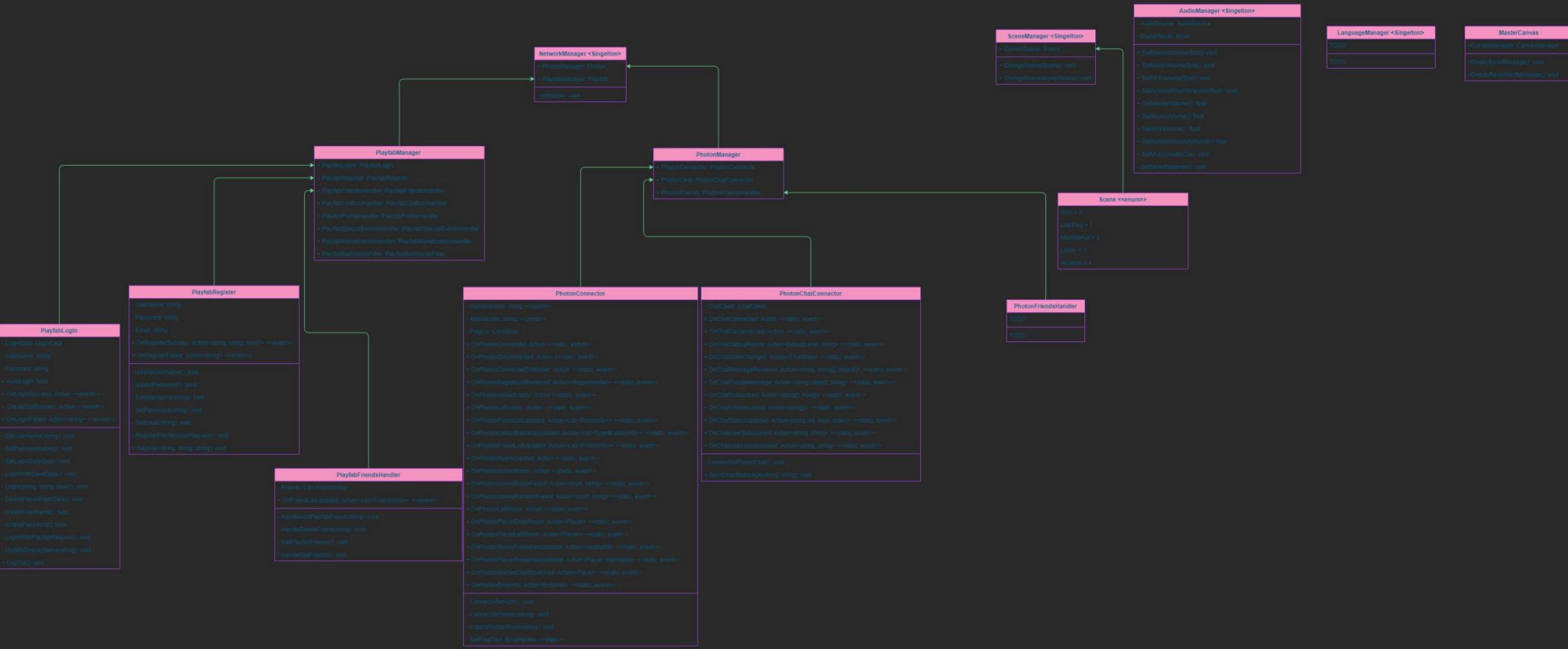
Background: F0E5CF

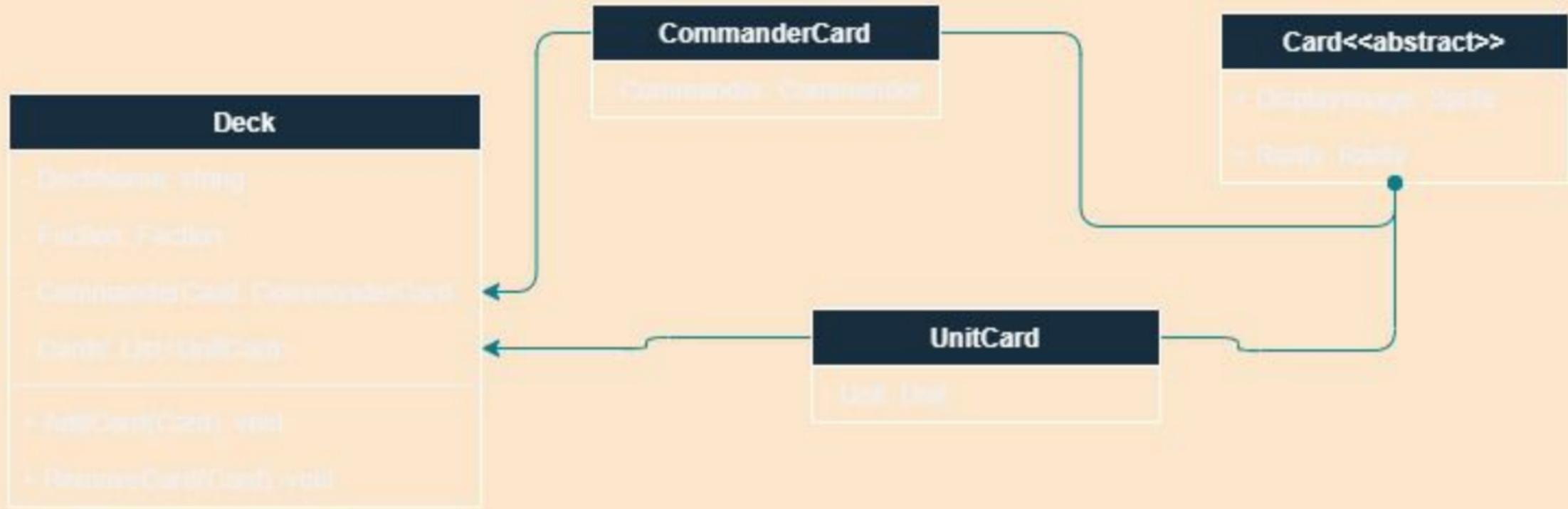
Accent1: F7F6F2

Accent2: C8C6C6

Contrast: 4B6587

Font:





Class <<enum>>

Forest

Heaven

Elemental

Corrupted

Horror

Apocalypse

Beast

None

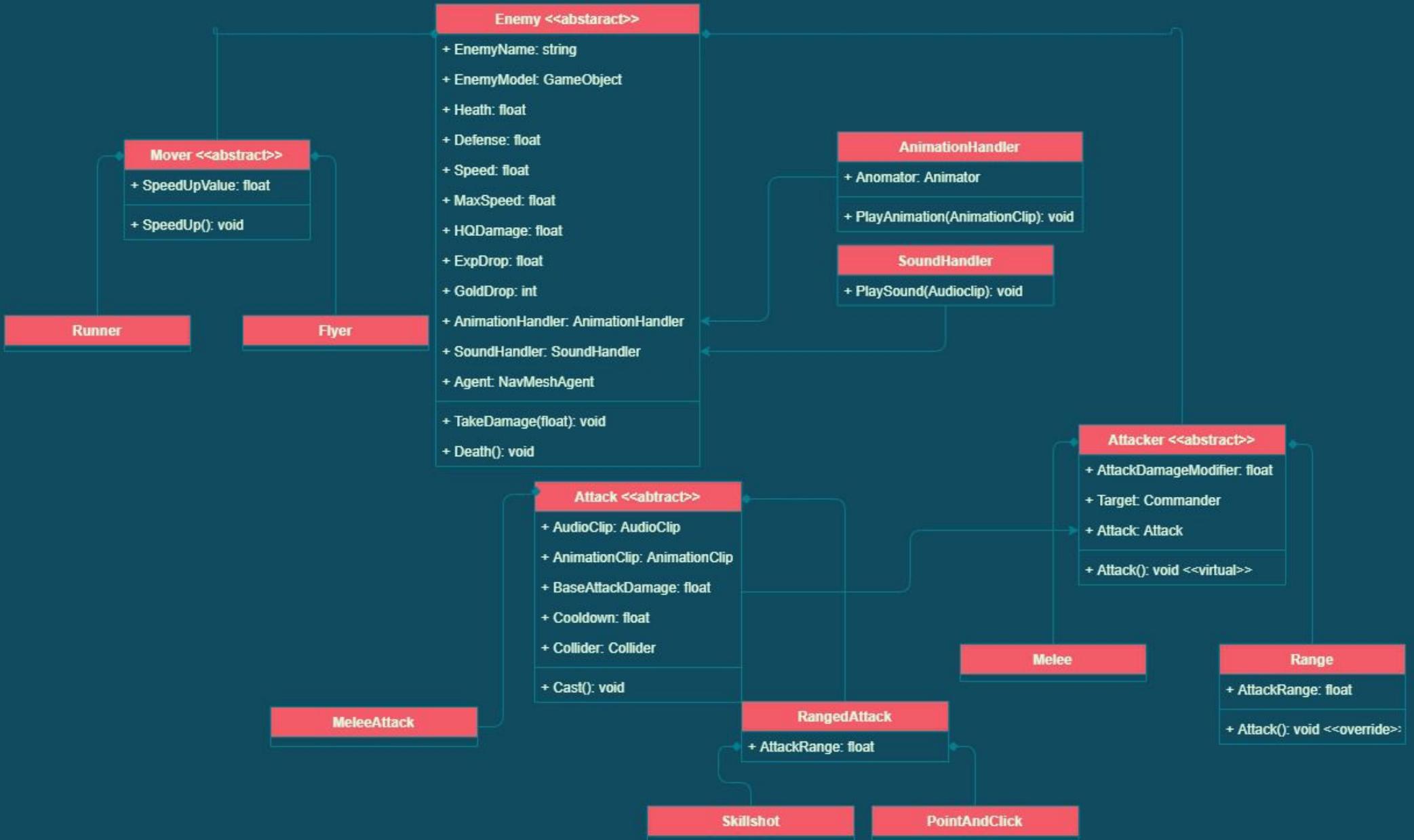
Faction <<enum>>

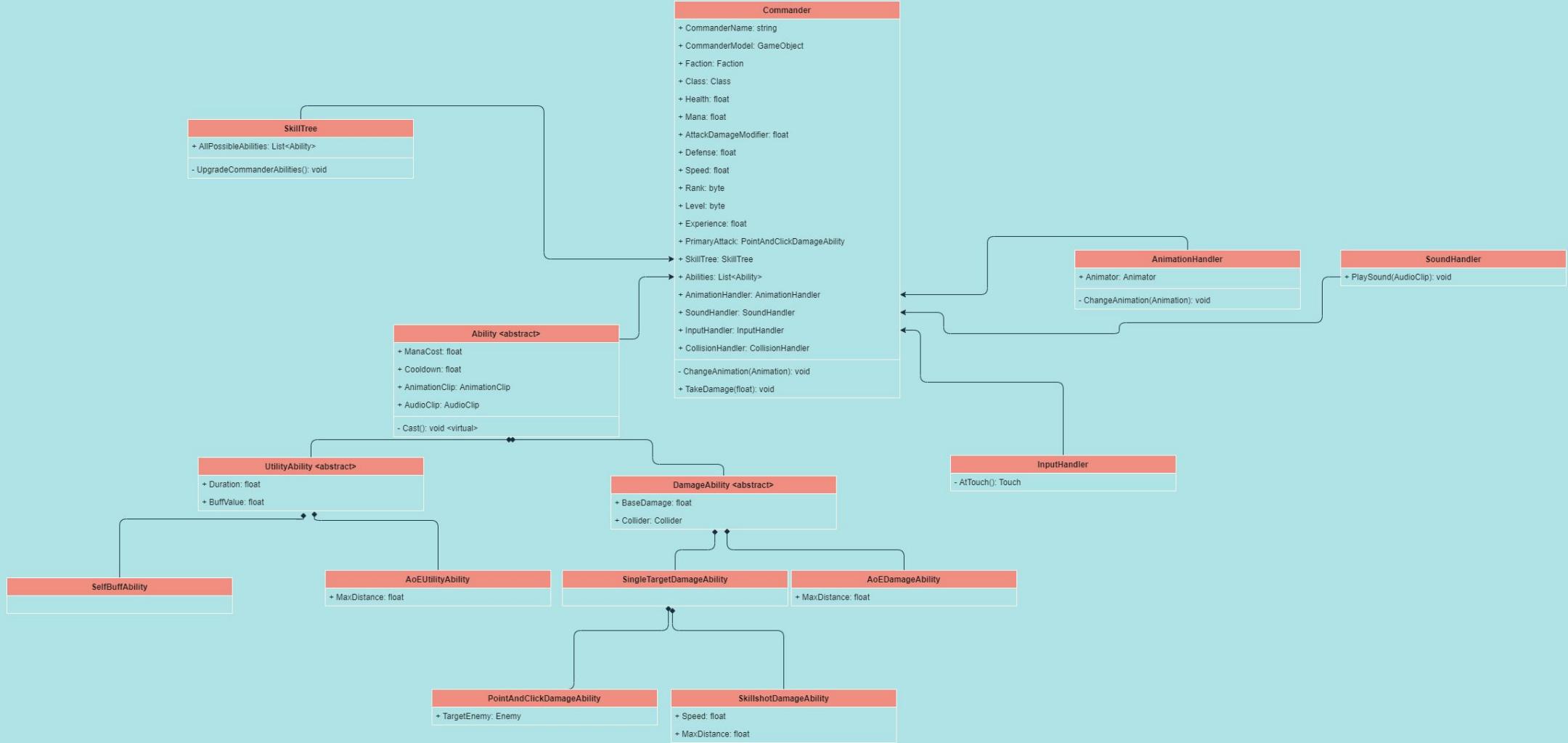
Good

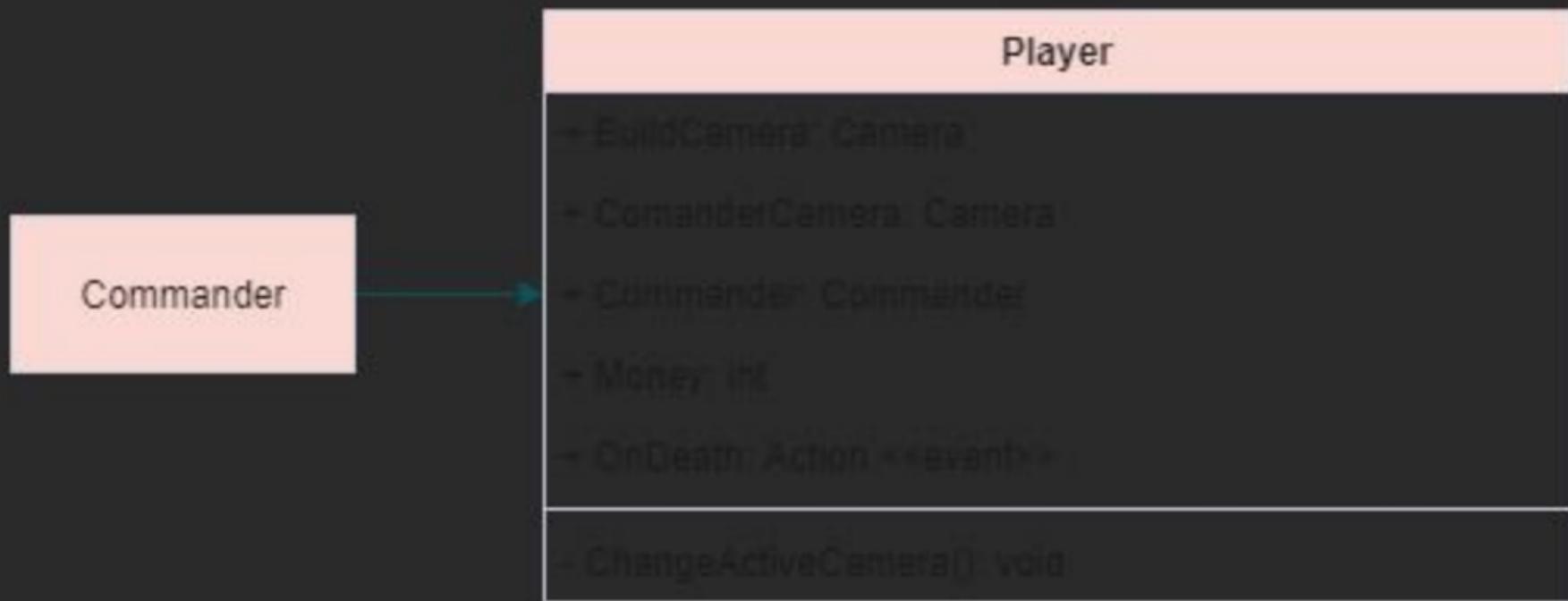
Evil

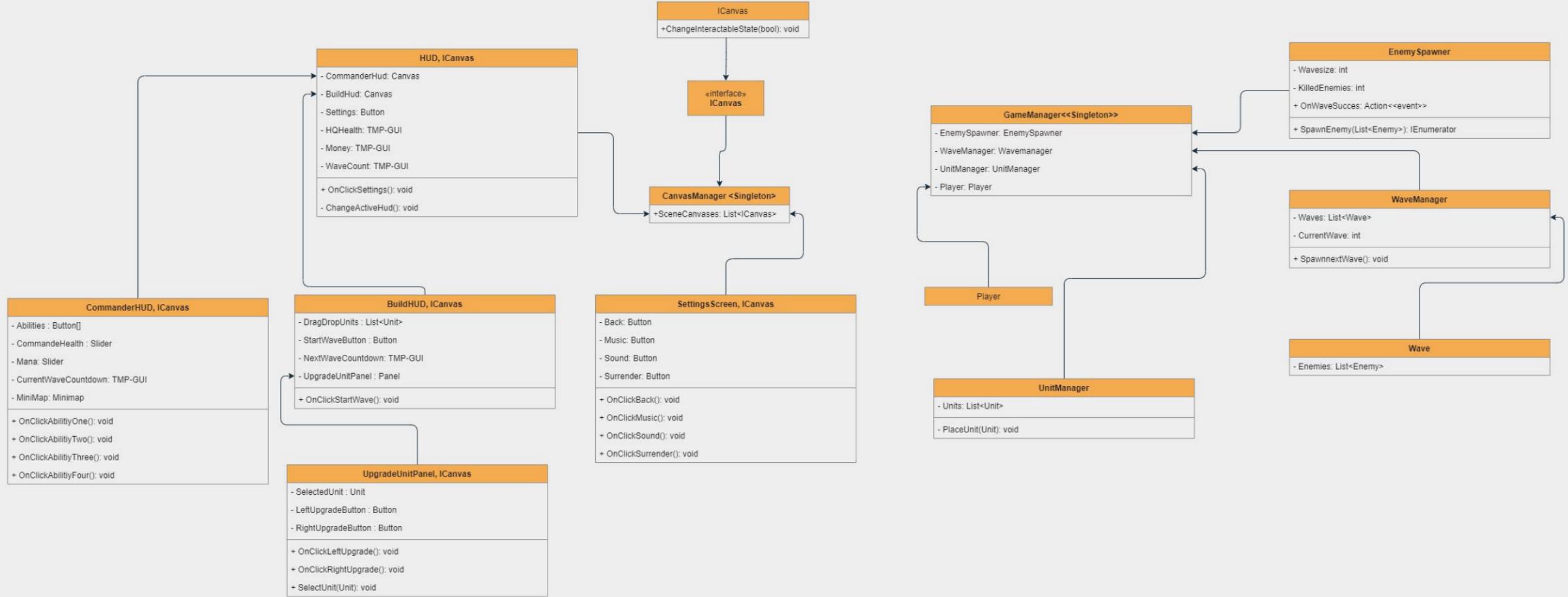
Neutral

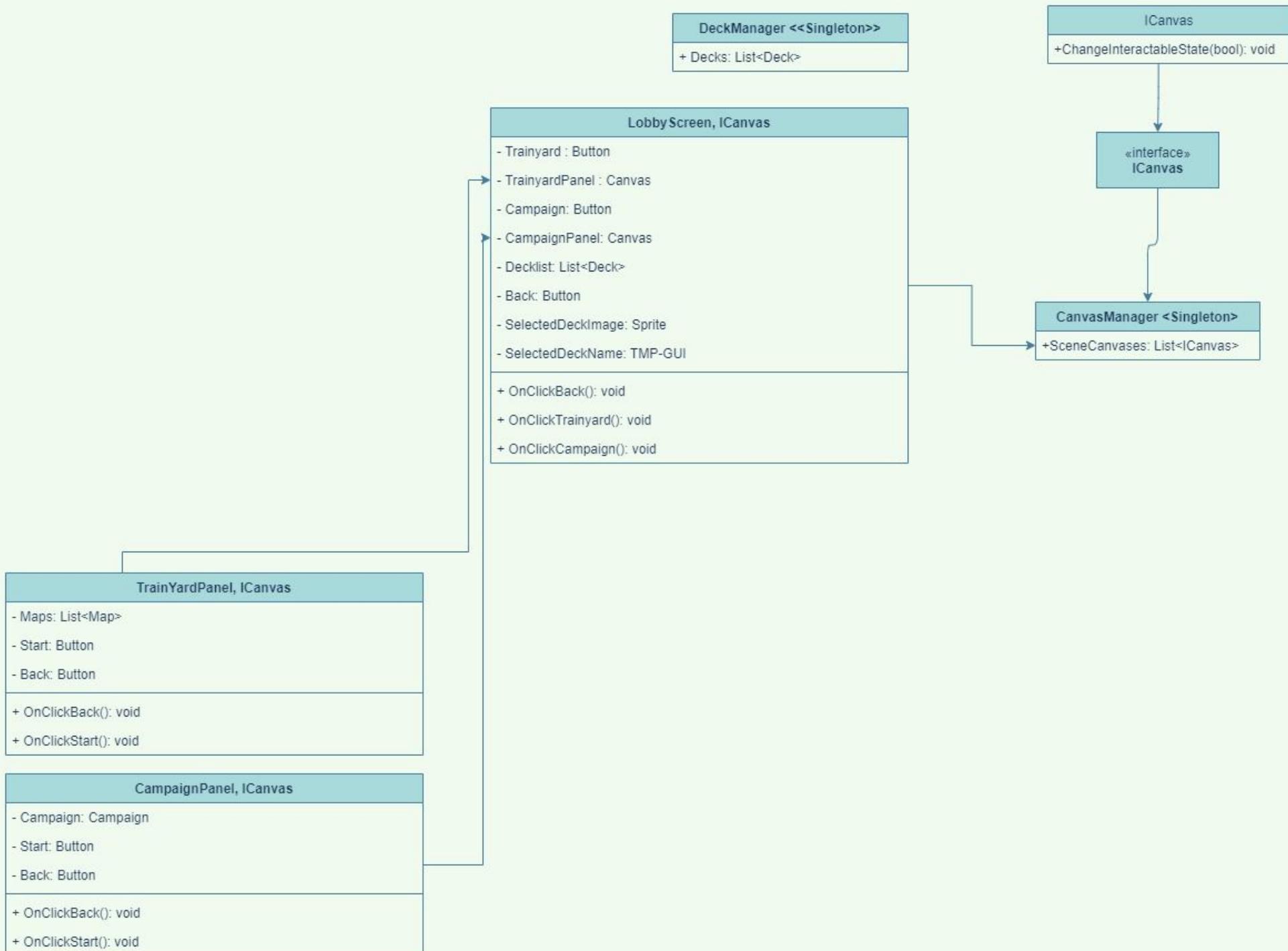


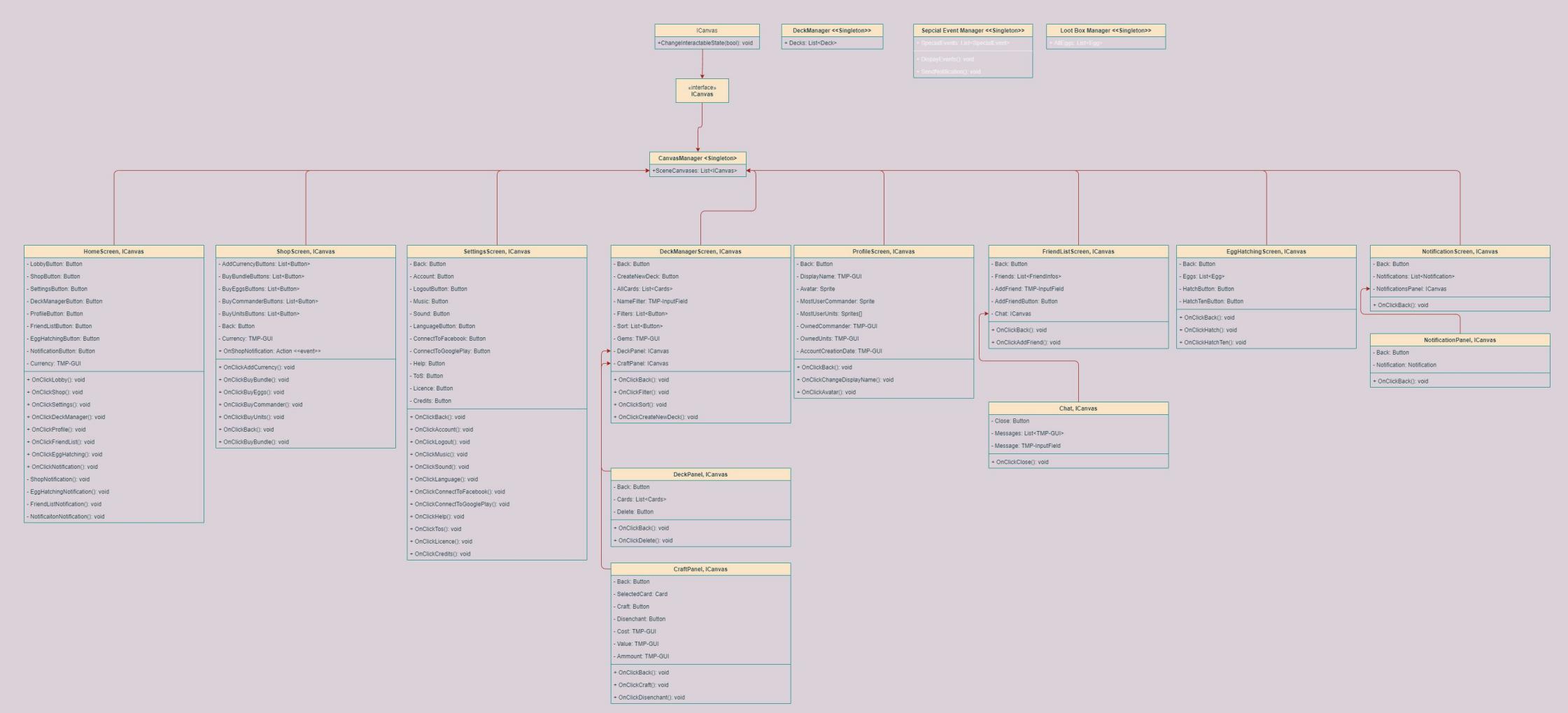


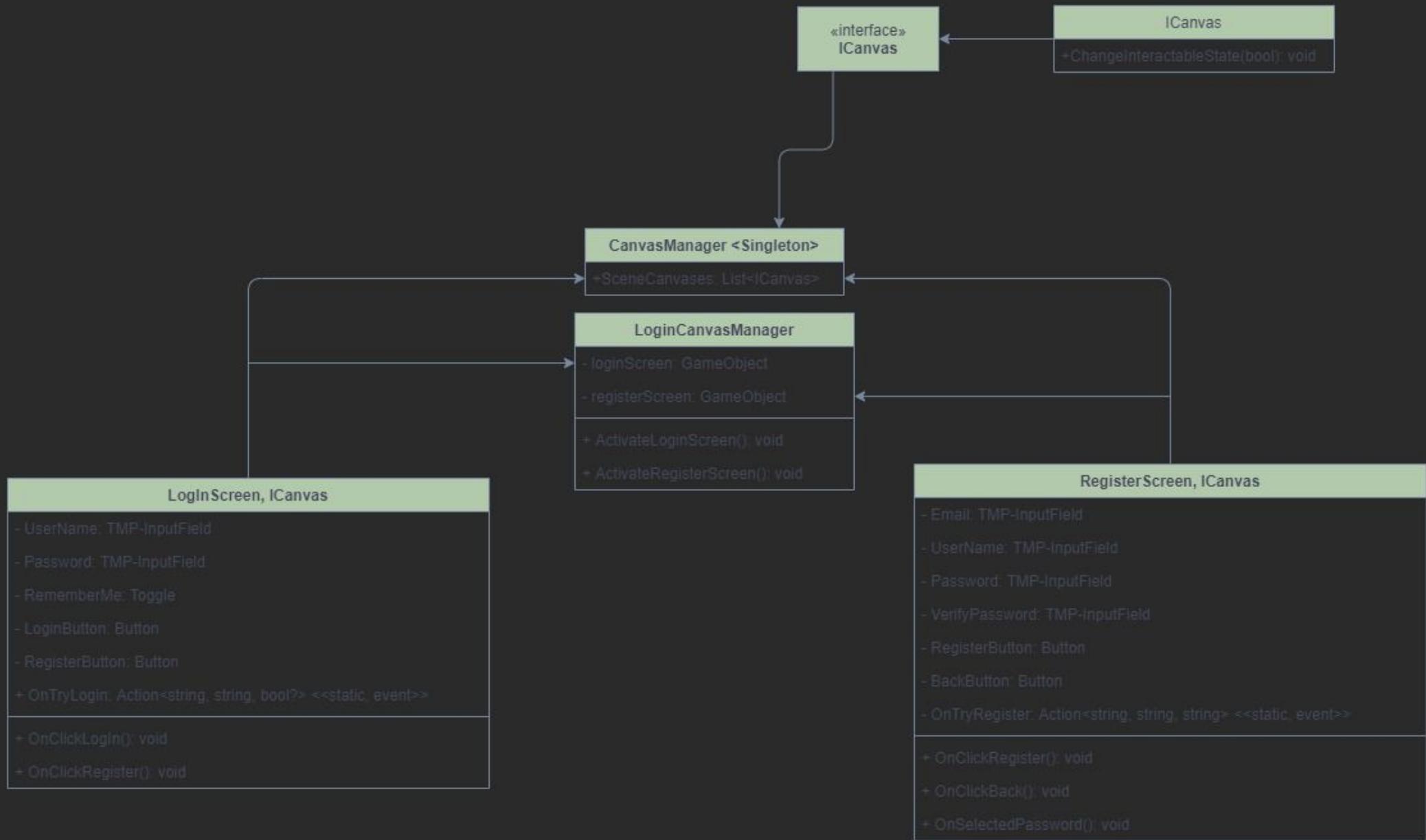












Scenes:

- Global (DDOL):
 - Network Manager:
 - ★ Photon:
 - Photon Chat
 - Friends
 - Connector
 - ★ Playfab:
 - Log In
 - Friends
 - Loot Boxes
 - Register
 - Profile
 - Special Events (Tasks)
 - Monetization
 - Bad Words Filter
 - Audio Manager
 - Scene Manager
 - Language Manager
 - Master Canvas
- Intro
- Log-in/Register:
 - Canvas Manager
- Main Menu:
 - Canvas Manager
 - Deck Manager
 - Special Event Manager
 - Loot Box Manager
- Lobby:
 - Canvas Manager
 - Deck Manager
- In Game:
 - Canvas Manager
 - Game Manager
 - Wave Manager
 - Enemy Spawner:
 - ★ Enemies
 - Units:
 - ★ Tower:
 - Skill Tree
 - Player:
 - ★ Camera
 - ★ Commander:
 - Skill Tree
 - Abilities

Commander Sheet

Basic:

Rackl, the Heroic Dragon

Faction: Good

Class: -

Stats:

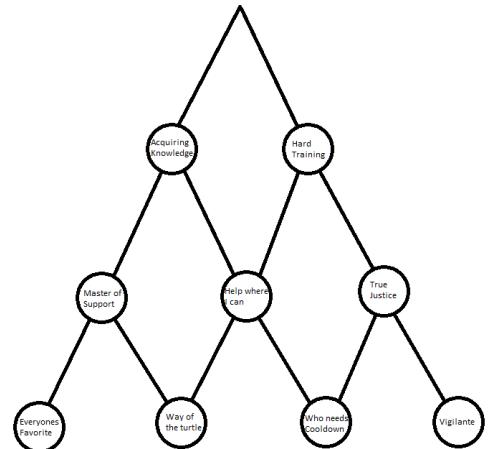
- Health: 1000
- Mana: 250
- Speed: 100
- Defense: 100
- Attack: 100

Spells:

- (35) Fireball of Justice: Shoots a Fireball that goes 4 units far. (4s)
- (65) Cheer the world: All Units within 8 units of distance get +15% Damage for 4 seconds. (6s)
- (40) Master of the Wind: Rackl dashes forward, going 3 Units far. (5s)

Skilltree Upgrades:

- (5) Acquiring Knowledge: Increase Rackls Max Mana to 325
- (5) Hard Training: Increase Max Health of Rackl to 1150
- (10) Master of Support: Increases duration of 'Cheer the world' to 6 seconds
- (10) Help where I can: 'Master of the wind' has 2 Stacks (think teemo shrooms)
- (10) True Justice: 'Fireball of Justice' deals double damage
- (20) Everyone's Favorite: Buffs all surrounding units cooldown by 10%
- (20) Way of the turtle: Increases Rackls Defense to 140
- (20) Who needs Cooldown: Abilities have a 10% chance to refresh their cooldown, when used
- (20) Vigilante: Rackl gains 10 Attack for each Unit in a radius of 5 units



References:

Name an Anagram for Clark, which is Supermans real name (but don't tell anyone)

Uses a lot of Hyperboles

Jack of all traits

Left Way = Being a Hero by making others better (Passive), Right Way = Being a Hero by directly helping others (Active)

Mythical:

Soidut Stulas, Lord of the Elements

Faction: Good

Class: Elemental

Stats:

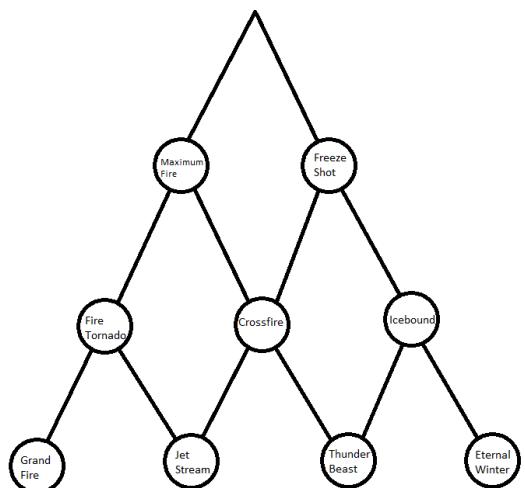
- Health: 800
- Mana: 500
- Speed: 30
- Defense: 60
- Attack: 140

Spells:

- (40) Atomic Flare: Wall of fire which is 2 Units wide that goes 1 unit far. (Skillshot)
- (70) Hurricane Crash: Spawns a Hurricane that flies towards Soidut Stulas and knocks enemies towards him. (Skillshot, think Mordekaiser E)
- (40) Northern Impact: In a circle around Soidut Stulas 2 rows of ice pillars rise up sequentially and hurt every enemy they hit.

Skilltree Upgrades:

- Maximum Fire: Basic Attacks ignite enemies dealing 20dmg/s for 4 seconds.
- Freeze Shot: Basic Attacks freeze enemies for 0.3 seconds.
- Fire Tornado: Atomic Flare spawns a fire tornado that deals damage over time to people in it.
- Crossfire: Hurricane Crash freezes enemies and ignites them.
- Icebound: Ice Brace gets a third row of pillars.
- Grand Fire: Constantly dealing 50 dmg/s to every grounded enemy. (Ground turns into lava)
- Jet Stream: **Every** Attack by a unit and/or commander is 20% faster and deals .2 Knockback. (Constant Wind)
- Thunder Beast: Soidut Stulas summons a beast made of thunder that roams the map attacking enemies.
- Eternal Winter: Enemies are slowed by 40% for the rest of the game. (Snowing Particles, Snow on Map)



References:

- Abilities are named after Torch, Gazelle and Axel+Shawn
- Left side of Skilltree = Axel Blaze, Right side = Shawn Froste

Tower Sheet

ID = FCCRRIII

Faction (Neutral = 1, Good = 2, Bad = 3)

Class (- = 1, Forrest = 2, Elemental = 3, Holy = 4, Horror = 5, Apocalypse = 6, Corrupted = 7, Beast = 8)

Rarity (Basic = 1, Common = 2, Rare = 3, Epic = 4, Legendary = 5, Mythic = 6)

ID

Basic:

Elvish Archers

Faction: Good

Class: Forrest

Type: Single Target Damage

Limit: 8

Cost: 50

Stats:

- Attack Strength: 20
- Cooldown: 1,4
- Attack Range: 5
- Projectile Speed: 5

Spell:

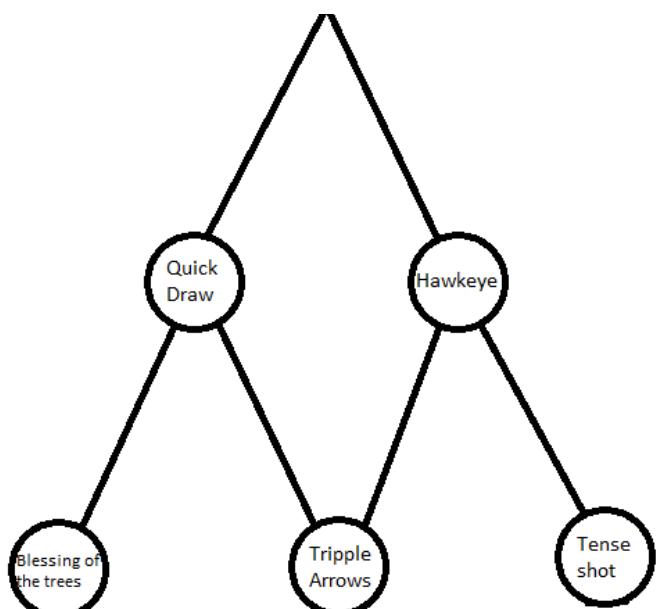
- Shoots an Arrow at enemy

Skilltree Upgrades:

- (200) Quick Draw: Increases shot speed by 60%
- (200) Hawkeye: Doubles attack range
- (400) Blessing of the Trees: Every 10 seconds doubles shot speed for 4 seconds
- (400) Triple Arrows: Shoots 2 extra arrows at 45° angle
- (400) Tense Shot: Damage times 5

References:

- Name is a Magic Card



Lusters

Faction: Good

Class: Elemental

Type: AOE Damage

Limit: 3

Cost: 75

Stats:

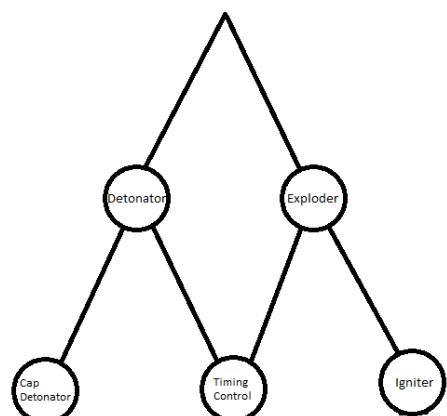
- Attack Strength: 60
- Cooldown: 0,5
- Attack Radius: 1
- AOE Radius: 1

Spell:

Lusters erupt in a fireball that lasts for 0.1 seconds, dealing damage in a circle around them.

Skilltree Upgrades:

- (200) Detonator: Increases the radius of the attack to 1.5
- (200) Exploder: Increases the strength to 80
- (400) Cap Detonator: Increases the radius of the attack even further to 2.5
- (400) Timing Control: Lowers the Attacks Cooldown to 0,3
- (400) Igniter: Attack can burn enemies for 2 seconds dealing 20 dmg/s



References:

Name is another word for fire.

Skills names are all various translations of the German word 'Zünder'

Angel trumpeters

Faction: Good

Class: Holy

Type: AOE Utility

Limit: 4

Cost: 70

Stats:

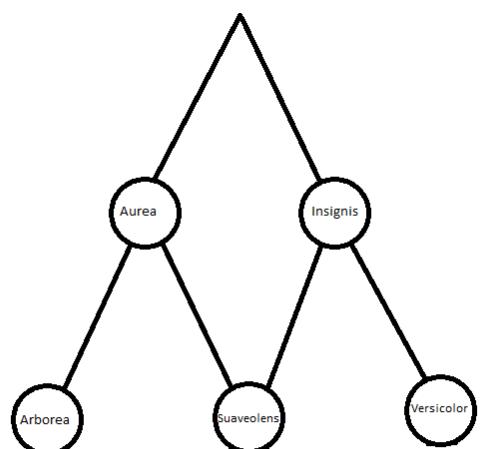
- Cooldown: 5
- Buff Range: 6
- Buff Duration: 2
- Attack Increased: 10%

Spell:

Angel trumpeters blast into their trumpets increasing the damage of surrounding Units. For a set time, but always strengthen the next attack.

Skilltree Upgrades:

- (200) Aurea: The attack is increased by 20% instead
- (200) Insignis: Buff Range is increased to 8
- (400) Arborea: Forrest Units gain 80% Attack instead
- (400) Suaveolens: The Units are buffed for 3 seconds instead
- (400) Versicolor: The Cooldown of the Buff is random between 3-4 seconds



References:

Limit is Minimum size of angel trumpets needed to propagate them.

Skills are named after various species of the Brugmansia (a flower named 'Forrest Trumpet') and designed after the words meanings

Common:

Troubling truculent trolls

Faction: Neutral

Class: -

Type: Single Target Damage

Limit: 10

Cost: 40

Stats:

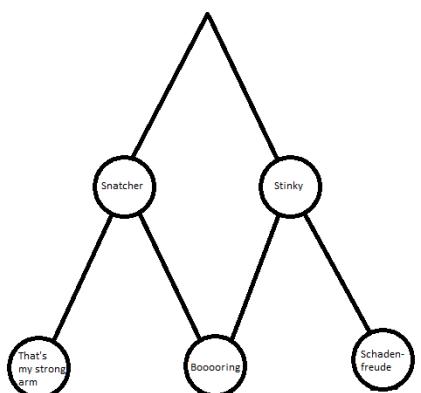
- Attack Strength: 19
- Cooldown: 2,4
- Attack Range: 4
- Projectile Speed: 4

Spell:

They throw stones... yeah that's it

Skilltree Upgrades:

- (250) Snatcher: After every round the Troll takes 10 gold of your money
- (250) Stinky: Every 10 seconds the Troll lets out a fart sound
- (500) That's my strong arm: every second attack deals half damage
- (500) Booooring: The Troll destroys itself... of boredom
- (500) Schadenfreude: Every time an enemy dies in their attack range they laugh



References:

They have the same stats as the Elvish Archers but are always 1 worse

'That's my strong arm' is a joke from scary movie 3?

'Booooring' is a Homer Simpsons quote

Valkyrie

Faction: Good

Class: Holy

Type: Single Target Damage

Limit: 9

Cost: 60

Stats:

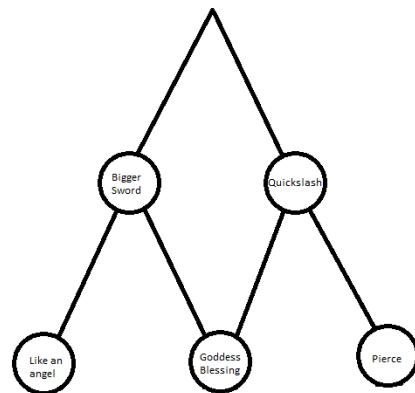
- Attack Strength: 30
- Cooldown: 1.25
- Attack Range: 3

Spell:

Attacks with her sword the closest enemy.

Skilltree Upgrades:

- (250) Bigger Sword: Increases the Attack Range to 5
- (250) Quick Slash: Reduces the Cooldown of their attack to .6
- (500) Like an angel: Valkyries can attack airborne opponents (not possible atm for Beta)
- (500) Goddesses Blessing: Increases strength to 50
- (500) Pierce: Valkyries Attacks Ignore Defense. (not possible atm for Beta)



References:

Limit is the amount of Valkyries in Wagners story

Rare:

Moose

Faction: Neutral

Class: Beast

Type: AOE Damage

Limit: 5

Cost: 130

Stats:

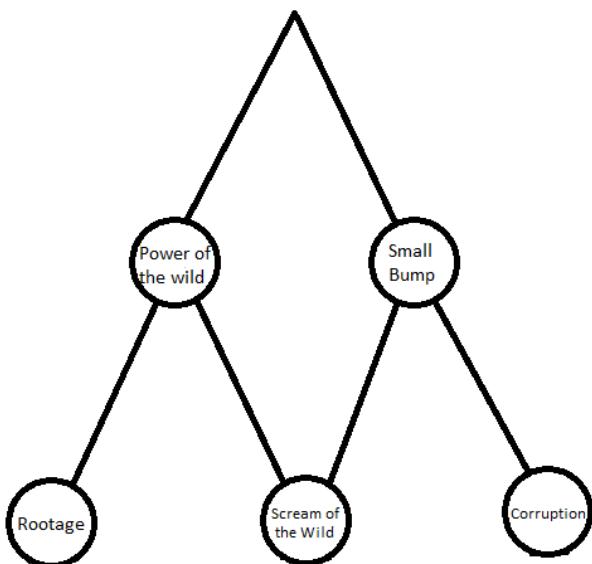
- Attack Strength: 100
- Cooldown: 2
- Attack Range: 1
- Area: Sixth of a circle in attack direction
- AOE Radius: 1

Spell:

Moose uses their antlers to swipe in front of them.

Skilltree Upgrades:

- (300) Power of the wild: Reduces cooldown by 25%
- (300) Small bump: slightly knocks enemies back (not possible atm for Beta, he stuns now for 2 sec instead)
- (600) Rootage: Units Class becomes Forrest
- (600) Scream of the wild: Every third attack has double size Area
- (600) Corruption: Units Class becomes Corrupted



References:

Epic:

Fairy Twins

Faction: Good

Class: Forrest

Type: Single Utility

Limit: 2

Cost: 175

Stats:

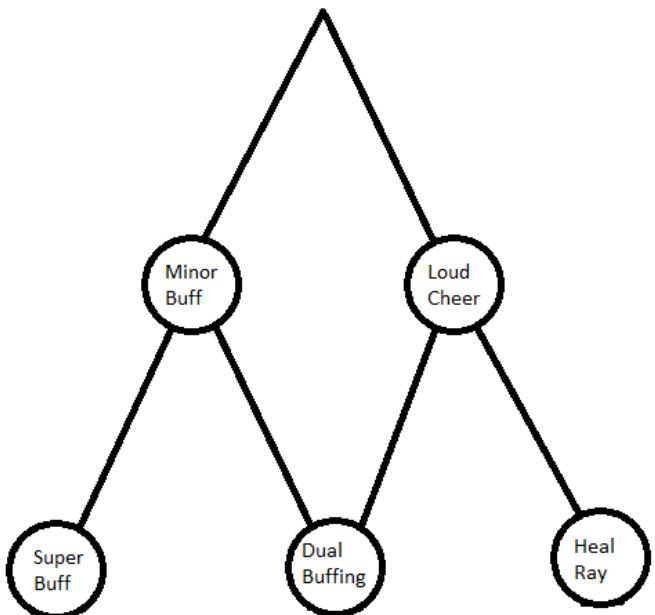
- Buff Range: 3

Spell:

- Reduces closest Commanders Base Attack/Damage Unit Spell cooldown by 25% (Ray that ties them)

Skilltree Upgrades:

- (400) Minor Buff: cooldown is reduced by 50%
- (400) Loud Cheer: Increases Range to 5
- (800) Super Buff: cooldown is reduced by 3/4
- (800) Dual Buffing: Spell helps 2 closest now
- (800) Heal ray: If Commander is in range he will get a health regeneration by .5% Max Health/seconds



References:

Legendary:

Niszuh, King of the Giants

Faction: Neutral

Class: -

Type: AOE Damage

Limit: 1

Cost: 200

Stats:

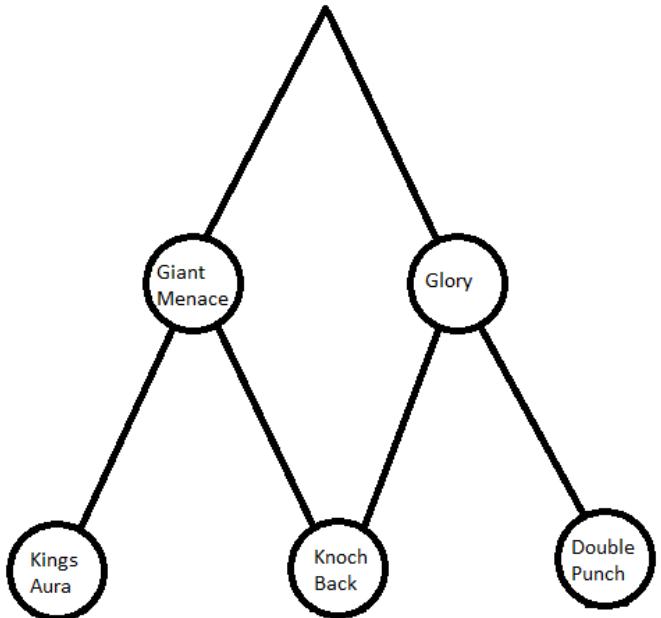
- Attack Strength: 200
- Cooldown: 4
- Attack Range: 2
- Area: Quarter circle in attack direction
- AOE Radius: 2

Spell:

- Swings his arm in front of him dealing huge damages

Skilltree Upgrades:

- (500) Giant Menace: Close enemies take 20% extra damage (and maybe are less likely to take his path if there is a division)
(Beta does 205 extra dmg)
- (500) Glory: Reduces cooldown by .1 for every enemy killed (every enemy)
- (1000) Kings Aura: Nearby Units gain -30% Cooldown Range?
- (1000) Knock Back: Pushes hit enemies back considerably
(Stun 2.5s)
- (1000) Double Punch: Does 2 consecutive attacks, maybe worse cooldown (idea not RNG)
(DoubleAttack anim bool true)



References:

Name is an Anagram of Zushin (the Sleeping Giant)

Wave	CombatScore	Min 0.25	Threshold	Max	Runner 1	Runner 2
Start		5	5	20	10	5 0
1	7	5	20	10	4 1	
2	8	5	20	10	6 1	
3	12	5	20	10	3 2	
4	18	5	20	10		
5	27	7	50	15		
6	40	7	50	15		
7	60	10	125	22		
8	90	10	125	22		
9	135	12	312	33		
10	202	12	312	33		
11	242	12	312	33		
12	363	18	780	49		
13	544	18	780	49		
14	812	27	1950	73		
15	1218	27	1950	73		
16	1827	27	1950	73		
17	1740	40	4875	109		
18	2610	40	4875	109		
19	3915	40	4875	109		
20	5872	60	12187	163		

Total

5
5
7
5

Third Party Assets

Art:

Toon Baby Dragon – Rem Storms

Polygon Mini – Fantasy Character Pack – Synty Studios

Polygon Nature – Low Poly 3D Art – Synty Studios

GUI PRO Kit – Fantasy RPG – Layer Lab

External Tools:

Dreamteck Splines – Dreamteck

Odin Inspektor – Sirenix

Editor Console Pro – Flyingworm

Mixamo

Dynamedion

Photon PUN 2