ANALYSIS

Assets by the others

3D Models

Player and **Enemy** taken from https://www.mixamo.com/

Knight D Pelegrini

Drake

Textures

- **Crate** by Joao Paulo (https://3dtextures.me/2020/09/18/stylized-crate-001/)
- **Level** textures by Kenney (https://www.kenney.nl/assets/prototype-textures)
- **UI** by Kenney (https://www.kenney.nl/assets/ui-pack-rpg-expansion)

Animations

- **Breathing Idle**, **Male Action Pose** (*pushing*) and **Walking** were taken from https://www.mixamo.com/

Sound Effects

- **Hurt** sound generated from https://sfxr.me/
  - To get the exact sound I created: https://sfxr.me/#34T6PktrwZxCp5hA1UbsM8tokeuiUtbRywxaVfNSbgp3myeMYSugwAbiwdCnunVK7DNSQmCVw2gVCMzWfLEue8homiNYaXw8ZWNjgCF4M3LKfmFiq9ejTaXiw

Skybox

- Fantasy Skybox FREE by Render King (https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353)