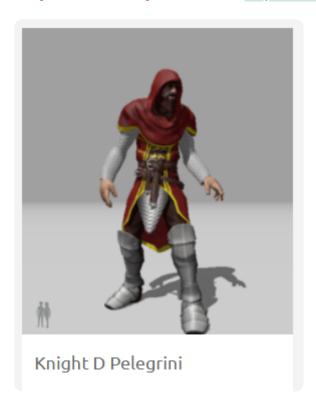
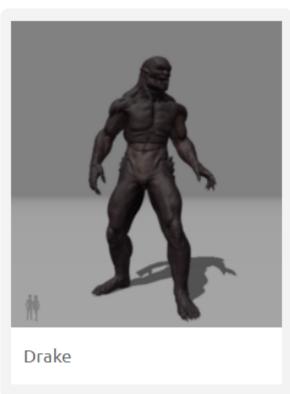
# **ANALYSIS**

# Assets by the others 3D Models

Player and Enemy taken from <a href="https://www.mixamo.com/">https://www.mixamo.com/</a>





#### **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 <a href="https://sfxr.me/">https://sfxr.me/</a>
  - To get the exact sound I created:
     https://sfxr.me/#34T6PktrwZxCp5hA1UbsM8tokeuiUtbRywxaVfNSbgp3mye
     MYSugwAbiwdCnunVK7DNSQmCVw2gVCMzWfLEue8homiNYaXw8ZWNjgC
     F4M3LKfmFiq9ejTaXiw

## **Skybox**

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