

Bibliography

Program used to make the sound: Bfxr

Program used to make the 3d models: Paint 3D (Windows)

Code reference: Unity User Manual (<https://docs.unity3d.com/Manual/index.html>)

Game engine: Unity Hub

3D Models:

Jabbo, Y (2021). *Box.fbm*[Unpublished manuscript]. San Diego State University

Nguyen, K (2021). *cannon3dmodel.fbm*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *floor.fbm*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *Holder.fbm*[Unpublished manuscript]. San Diego State University

Animation:

Tran, H (2021). *Animated Platform*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *Box Animation*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *Box Animation Controller*[Unpublished manuscript]. San Diego State University

Nguyen, K (2021). *Box Idle Animation*[Unpublished manuscript]. San Diego State University

Nguyen, K (2021). *Cannon*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Company*[Unpublished manuscript]. San Diego State University

Nguyen, K (2021). *Cube*[Unpublished manuscript]. San Diego State University

Tran, H (2021). *Move_platform*[Unpublished manuscript]. San Diego State University

Tran, H (2021). *Platform Animation*[Unpublished manuscript]. San Diego State University

Nguyen, K (2021). *Recoil*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Splash*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Title*[Unpublished manuscript]. San Diego State University

Audio:

Nguyen, K (2021). *cannonfire_sound.mp4*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *GameOver.mp4*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *Hit_sound.mp4*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *Holder.fbm*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *InGame.mp4*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *Main.mp4*[Unpublished manuscript]. San Diego State University

Materials:

Nguyen, K (2021). *5.mat*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *cannonball.mat*[Unpublished manuscript]. San Diego State University

Jabbo, Y (2021). *Cannon.mat*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *CannonBallTrail.mat*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *level 3 skybox.mat*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *level 4 skybox.mat*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *Level2&8.mat*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *Main&Credit 1.mat*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *SkyBox Level 1.mat*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *SkyBox Level 5.mat*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *SkyBox Level 6.mat*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *SkyBox Level 7.mat*[Unpublished manuscript]. San Diego State University

Prefabs:

Tran, H (2021). *Animated Platform.prefab*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Cannon Ball.prefab*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Distractable Box.prefab*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *DistractableHolder.prefab*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Floor.prefab*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *Normal Platform.prefab*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *PlayerCannon.prefab*[Unpublished manuscript]. San Diego State University

Scripts:

Luu, Q (2021). *BackGroundMusic.cs*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *CannonAnimation.cs*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *CreditScene.cs*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *Destructible.cs*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *DistractableHolder.cs*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *GameManager.cs*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *GameOver.cs*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *InstructionScene.cs*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *MainMenu.cs*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *MovingPlatform.cs*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *PlayerController.cs*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *Splash.cs*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *StopBackgroundMusic.cs*[Unpublished manuscript]. San Diego State University

Scenes:

Luu, Q (2021). *Credit.Unity*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *GameOver.Unity*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *Instruction.Unity*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Level 1.Unity*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *Level 2.Unity*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *Level 3.Unity*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *Level 4.Unity*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *Level 5.Unity*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *Level 6.Unity*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Level 7.Unity*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *Level 8.Unity*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *Main.Unity*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *SplashScene.Unity*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Win.Unity*[Unpublished manuscript]. San Diego State University

Sprites:

Nguyen, K (2021). *castle.jpg*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *level 3.JPG*[Unpublished manuscript]. San Diego State University
Tran, H (2021). *level 4.jpg*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Level1.jpg*[Unpublished manuscript]. San Diego State University
Luu, Q (2021). *level2&8.JPG*[Unpublished manuscript]. San Diego State University
Jabbo, Y (2021). *Level7.jpg*[Unpublished manuscript]. San Diego State University

Luu, Q (2021). *main&creditback.JPG*[Unpublished manuscript]. San Diego State University
Nguyen, K (2021). *village.jpg*[Unpublished manuscript]. San Diego State University