Attributions For Assets

* 3D Asset created in Blender

A screenshot of a video game

Description automatically generated

* 3D Asset from Internet ( Target )

A screenshot of a video game

Description automatically generated

* Image created in GIMP

A person in a black jacket

Description automatically generated

* Image from Internet ( Georgian College Logo )

A blue text on a black background

Description automatically generated

* Animated Asset

"Colibri" by Ear.Rodriguez on Sketchfab

<https://skfb.ly/ovDpS>

A screenshot of a video game

Description automatically generated

* PBR Materials used ( Glass material for Boxes & Wood material for walls )

A screenshot of a computer

Description automatically generated

* Game Logo

A yellow logo on a black background

Description automatically generated

* HUD ( HUD with Name, Course Code, Score, Timer, Logo )

A screenshot of a video game

Description automatically generated