

Keyboard:

Esc - Toggle menu

W - Forward

S - Back

A - Left

D - Right

Space - jump

R - Reload AKM

1 - Pistol

2 - AKM

3 - Grenade

Mouse:

Left button - fire

Right button - aim (much better precision but slower movement)

Scrollwheel - change weapon/scroll menu

Pickups:

First aid kit - Health increases 25%

Bullet - 100 AKM bullets

Health is regenerated up to nearest 20, 40, 60, 80 or 100%

The green barrels are explosive.

Levels:

Each level is started with 100+30AKM bullets and 21 grenades.

The objective is to go through each level and kill as many enemies as possible

The only way out is through the exit.

Enemies:

Each enemy will explode and injure the player on close contact.

The gray zombies are chasing you, but the mutants are also throwing fireballs.

The birds are just birds.

The postprocessing effects in the game is ambient occlusion, antialiasing, bloom, fog and motion blur.

Credits:

This list shows the assets used in the game:

PBR RPG/FPS Game Assets (Industrial Set v4)

Dmitrii Kutsenko

<https://assetstore.unity.com/packages/3d/environments/industrial/pbr-rpg-fps-game-assets-industrial-set-v4-161239>

Outdoor Ground Textures

A dog's life software

<https://assetstore.unity.com/packages/2d/textures-materials/floors/outdoor-ground-textures-12555>

Unity Particle Pack

Unity Technologies

<https://assetstore.unity.com/packages/essentials/tutorial-projects/unity-particle-pack-127325>

Unity Particle Pack 5.x

Unity Technologies
<https://assetstore.unity.com/packages/essentials/asset-packs/unity-particle-pack-5-x-73777>

Attack Jump & Hit Damage Human Sounds
Rocklynn Productions
<https://assetstore.unity.com/packages/audio/sound-fx/voices/attack-jump-hit-damage-human-sounds-32785>

Free - Biomechanical Mutant
Game-Ready Studios
<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/free-biomechanical-mutant-166330>

Blood splatter decal package
NorSat Entertainment
<https://assetstore.unity.com/packages/2d/textures-materials/blood-splatter-decal-package-7518>

Economic Strategy SFX
MGWSoundDesign
<https://assetstore.unity.com/packages/audio/sound-fx/economic-strategy-sfx-156>

Medium Mech Striker
MSGDI
<https://assetstore.unity.com/packages/3d/characters/robots/medium-mech-striker-124342>

Zombie
Pxltiger
<https://assetstore.unity.com/packages/3d/characters/humanoids/zombie-30232>

FPS Icons Pack
David Stenfors
<https://assetstore.unity.com/packages/2d/gui/icons/fps-icons-pack-45240>

Grenade Sound FX
MGWSoundDesign
<https://assetstore.unity.com/packages/audio/sound-fx/grenade-sound-fx-147490>

Living Birds
dinopunch
<https://assetstore.unity.com/packages/3d/characters/animals/birds/living-birds-15649>

MicroSplat
Jason Booth
<https://assetstore.unity.com/packages/tools/terrain/microsplat-96478>

Nature Sounds Pack - Free
Goumain Antoine
<https://assetstore.unity.com/packages/audio/sound-fx/nature-sounds-pack-free-202076>

Lite FPS Counter - Probably the world's fastest FPS counter
OmniSAR Technologies
<https://assetstore.unity.com/packages/tools/integration/lite-fps-counter-probably-the-world-s-fastest-fps-counter-132638>

Open Source Pause Menu
Eric Zhu
<https://assetstore.unity.com/packages/tools/gui/open-source-pause-menu-59478>

ProgressBar Pack

upIn

<https://assetstore.unity.com/packages/tools/gui/progressbar-pack-120981>

Rock and Boulders 2

Manufatura K4

<https://assetstore.unity.com/packages/3d/props/exterior/rock-and-boulders-2-6947>

Standard Assets (for Unity 2018.4)

Unity Technologies

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351>

Stealth Theme Music

Jake Embleton

<https://assetstore.unity.com/packages/audio/music/electronic/stealth-theme-music-118673>

Survival Game Tools

cookiepopworks.com

<https://assetstore.unity.com/packages/3d/props/tools/survival-game-tools-139872>

Zombie Voice Audio Pack - Free

Tybug Studios

<https://assetstore.unity.com/packages/audio/sound-fx/creatures/zombie-voice-audio-pack-free-196645>

Weapons of Choice - FREE

Komposite Sound

<https://assetstore.unity.com/packages/audio/sound-fx/weapons/weapons-of-choice-free-101807>

Zombie Sound Pack - Free Version

Catastic

<https://assetstore.unity.com/packages/audio/sound-fx/zombie-sound-pack-free-version-124430>

Other resources used:

Mixamo

<https://www.mixamo.com/>

Tutorials (especially Brackeys)

<https://brackeys.com/>

Various internet forums, eg:

<https://forum.unity.com/>

<https://stackoverflow.com/>