

Models:

Scientist: <https://www.blendswap.com/blends/view/74524>

Rubble and rocks:

<https://assetstore.unity.com/packages/3d/environments/rubble-pieces-detailed-package-74004>

<https://assetstore.unity.com/packages/3d/environments/yughues-free-rocks-13568>

Little dog:

<https://assetstore.unity.com/packages/3d/characters/animals/oscar-the-dog-quirky-series-119972>

Monster dog:

<https://assetstore.unity.com/packages/3d/characters/creatures/monster-rabbit-62665>

Lab floor:

<https://assetstore.unity.com/packages/3d/environments/urban/abandoned-asylum-49137>

Metal floor:

<https://assetstore.unity.com/packages/2d/textures-materials/metals/metal-floor-rust-low-texture-40351>

Industrial walls:

<https://assetstore.unity.com/packages/2d/textures-materials/10-texture-sets-industrial-02-17624>

Switch:

<https://assetstore.unity.com/packages/3d/environments/generic-low-poly-pack-141077>

Door: <https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-door-21813>

Crate: <https://assetstore.unity.com/packages/3d/props/crate-31462>

Metal grate: <https://opengameart.org/content/metal-grate-texture>

UI Elements:

Metal buttons:

<https://assetstore.unity.com/packages/2d/gui/basic-ui-elements-metal-48832>

Animations:

Used for scientist:

<https://assetstore.unity.com/packages/3d/animations/raw-mocap-data-for-mecanim-5330>

Sounds:

Used Bfxr for a lot of the sfx

*Spark: <https://freesound.org/people/elliottmoo/sounds/189630/>

*Switch: <https://freesound.org/people/snakebarney/sounds/138119/>

*Start Menu Music: <https://soundimage.org/sci-fi-7/> ← The Memory Factory

*Level 1 Music: <https://soundimage.org/sci-fi-7/> ← Lost and Faltering

*Level 2 Music: <https://soundimage.org/sci-fi/> ← World of Automatons

*Level 3 Music: <https://soundimage.org/sci-fi/> ← Factory of Mercury

*Door opening: <https://freesound.org/people/NeoSpica/sounds/425090/>

*Box chute: <https://freesound.org/people/arnaud%20coutancier/sounds/54036/>

*Magical portal: <https://freesound.org/people/alanmcki/sounds/401324/>

*Hook on wall: <https://freesound.org/people/EdgardEdition/sounds/114017/>

*Hook on box (also door closing):

https://freesound.org/people/Project_Trident/sounds/128103/

*Floor breaking: <https://freesound.org/people/mickfire/sounds/326431/> and
https://freesound.org/people/mccormick_ian/sounds/371094/

*Shooting grappling hook: <https://freesound.org/people/unfa/sounds/245645/>

*Chomp: <https://freesound.org/people/princessemilu/sounds/457475/>

*Door staying open: <https://freesound.org/people/MATTIX/sounds/459349/>

*Dart hitting player: <https://freesound.org/people/tonnonic/sounds/332201/>

Worldspace shader:

<https://github.com/PushyPixels/BreakfastWithUnity/tree/master/Assets/50WorldSpaceTextureShader>