

Map:

<https://sketchfab.com/Jenioss>

Tower:

<https://sketchfab.com/ninjacharliet>

<https://sketchfab.com/Kimblyy>

good:

<https://sketchfab.com/zsm123>

assets:

<https://assetstore.unity.com/packages/3d/characters/creatures/dragon-for-boss-monster-pbr-78923>

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/mini-legion-footman-pbr-hp-polyart-86576>

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/mini-legion-lich-pbr-hp-polyart-91497>

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/rpg-hero-pbr-hp-polyart-121480>

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/mini-legion-grunt-pbr-hp-polyart-98187#description>

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/mini-legion-rock-golem-pbr-hp-polyart-94707#description>

<https://sketchfab.com/3d-models/old-baron-nashor-lol-zombicide-abomination-a7cf77a17922487a81976867c2152abc>

<https://sketchfab.com/3d-models/pbr-lol-flag-f66577276342403498b798517568ce4f>

<https://sketchfab.com/3d-models/medieval-flag-b807b00647a7417da3e8654c85f78d87>

<https://sketchfab.com/3d-models/fire-dragon-cf745691e2734c94b7f416232c3d6955>

<https://sketchfab.com/3d-models/fire-and-ice-elemental-63bb209abd70430dad8c2bab5caee9a3>

<https://sketchfab.com/3d-models/monster-eye-bat-a8f779a2778c4c9996b89767409df1a7>

<https://sketchfab.com/3d-models/animated-monster-death-scream-looped-577844e7da3c4427871efc983902b79f>

<https://sketchfab.com/3d-models/league-of-legends-aurelion-sol-a707c44f5d6d44b0805c1171521d958e>

sound:

<https://assetstore.unity.com/packages/audio/music/orchestral/the-combat-collection-starter-7208>

notes:

- hover icon

- chasing

- waypoints

- hdr - emission - light object effect: <https://www.youtube.com/watch?v=bU1sBNfbdM4>

- particle

- NavMesh

- InvokeRepeating("fu", 2.0f, 0.3f); and Invoke("fu", 2.0f); CancelInvoke("Shoot");

- <https://docs.unity3d.com/ScriptReference/Resources.Load.html>

- use try - catch

- random

- Camera.farClipPlane and near

- speedup animation

- Halo light

- line renderer (for laze)

- EventSystem.IsPointerOverGameObject - Raycast Target

- use Cutoff render mode for transparent image from photoshop

<https://sketchfab.com/3d-models/jumpboost-arrow-fad95c37aaa240e49377edcfe2552ee7>

<https://docs.unity3d.com/ScriptReference/Material.SetTexture.html>

soundtrack:

<https://www.youtube.com/watch?v=iy6YDd5iHB4>

<https://www.youtube.com/watch?v=Kj8l7DHkCaI>

background:

<https://wallpapersafari.com/summoners-rift-wallpaper/>

ref:

<https://www.youtube.com/watch?v=beuoNuK2tbk>

https://www.youtube.com/watch?v=d_0dAwk3wqI

<https://www.youtube.com/watch?v=QsOCSiXjXac>

victory and defeat animation:

<https://www.youtube.com/watch?v=dlkHpPRHUq8>

<https://www.youtube.com/watch?v=xIJl8mjOzgU>

https://www.youtube.com/watch?v=IzMnCv_lPxI

SFX:

<https://mixkit.co/free-sound-effects/sword/>