



Design Document for:

Devastation Ave.

The Unknown Street

“Time to develop fun and bug bugs!”™

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Version # 1.4
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GIT HUB PAGES DEMO
GIT HUB REPOSITORY

<https://brentonhauth.github.io/Devastation-Ave/>
<https://github.com/brentonhauth/Devastation-Ave>

Design History

Version 1.0

- Initialized document.
- October 9, 2020:
 - Added level 1 layout design
- October 12, 2020:
 - Added simple player
 - Player movement with WASD controls
 - Added player pickup ability

Version 1.1

- October 18, 2020:
 - Added more assets to the game to make it more horror game
- October 25, 2020:
 - Added 2 weapons and their scripts
 - Added GameController script
 - Added pickup ability with a key
- October 27, 2020:
 - Added more scripts to make the game run smooth
 - Added player pickup ability
 - Level correction
- October 28, 2020:
 - Added player's shooting ability
 - Added graphics to the floor and other areas of the game including basketball court and outside devastated area
 - Fixed wall gaps in the level
 - Made the game run in night mode

Version 1.2

- November 4, 2020:
 - Added enemies
 - Introduced NavMesh Pathfinding for the enemies to get to the player
 - Added Scoring system
 - Fixed bugs while shooting enemies
- November 5, 2020:
 - Added more lightning to darker areas of the game
 - Improved player ability to move (fixed bugs)
- November 9, 2020:
 - Added Menu (Start and exit)
 - Added EndScreen
 - General level improvements

Version 1.3

- November 15, 2020:
 - Initiated Level 2 design
 - Fixed buggy player
 - General weapon improvement
- November 21, 2020:
 - Finished Level 2 design, Initiated level 3 design
 - Improved enemies
- November 25, 2020:
 - Added music, fixed level 2 bugs and finished level 3 design
 - Added Scoring system and weapon ammo counter
 - Added Instructions scene, New player model

Version 1.4

- December 07, 2020:
 - Added multiplayer + map
 - Fixed minor issues and cleared project
 - Finished the game.
- December 10, 2020
 - Added Asset Appendix
 - Updated Assets used
- December 12, 2020
 - Added multiplayer screenshot with description
 - Code cleanup
 - Finalized builds

Game Overview

Philosophy

Philosophical point #1

This game is a first person shooter set at a highschool in 1985. The game is meant to give the player a real life experience of a paranormal outbreak at their school. Our game aims to create a world unlike others on the market today, offering a little for everyone, from horror mechanics, to original shooting and puzzles. We want our game to stand out amongst the average co-op FPS.

Philosophical point #2

Our game is ready for windows computers, no need for an internet connection. Our current build is an offline-only game, in which there is only one player that can perform specific actions and can complete the specific tasks to finish the level and move to the next level. With plans to implement online co-op in the future.

Philosophical point #3

The game design is currently compact and is going to have a lot more features in future. We have planned several features for the game. Before we implement any additional modes, we want our main gameplay to be as smooth and enjoyable as possible. We don't want our games' ambiance and aesthetics to be sacrificed for additional playability.

Common Questions

What is the game?

The game is about a group of friends on their way to the high school dance at Shermer High when strange things start happening; The main character (one of the friends in the group) wakes up a few hours after a large explosion goes off. Not knowing where any of his friends are, the player sets out to find them and get to the bottom of the strange occurrences at the school.

Why create this game?

The combination of FPS, puzzle, and horror is one our team enjoys seeing for a single player, but found that co-op options are lacking. We felt it necessary to set out to fulfil the market demand for first person shooters while maintaining our own unique style

Where does the game take place?

The game takes place in the early-mid 80s (hence the retrowave style), in a small town, only this town is plagued with creatures from another dimension. The first act of the game takes place in a regular high school (only destroyed), and as you progress, the environment becomes less and less normal, as you unintentionally get closer to “Ground Zero.”

What do I control?

You control one of five characters from a cast of 80s highschool stereotypes. They are agile; able to jump high and run fast, not much can slow them down.

What is the main focus?

The player must make his way to “ground” zero and investigate the mysterious happenings at Shermer High. Time to get to the bottom of this dark secret.

What’s different?

Attempting to tap into the 80’s nostalgia niche market. Our co-op shooter plans to offer a new spin on a linear story, using first person gameplay shooting and puzzle mechanics.

Feature Set

General Features

- Beautifully textured world
- Invigorating Lighting
- Mutated Teachers
- 3D graphics
- 32-bit color
- Dark and retro themed environment

Multiplayer Features

Able to join any online game where the player can fight in the large Neighborhood and fight other people in an all out ‘Free-For-All’ battle royal.



Image shows the multiplayer feature of “Devastation Ave” as 2 players are able to interact with each other.

Editor

Comes with world editor
Get levels from internet
Editor is super easy to use

Gameplay

The Game revolves around the mid 80s where you perform the role of a student at their highschool dance and due to some strange blast everything changes. The game is designed in a school and a standard neighborhood where you have to kill enemies and perform certain tasks to achieve the goal for each level. Slowly, you would gather weapons and on move further you will find your friends. All of you team up together to fight the boss and help to save others from a serious problem. The game features first person shooting in addition to normal controls. there would be more features coming to the game and a broader view for the player in future as we move towards professionalism.

The Game World

Overview

The game is set in Shermer, Illinois, with a large portion of it set at Shermer High where there are strange things afoot. You and your friends got separated and now you are trying to kill some enemies and gather your friends in the hard times.

Dynamic Entity Behaviour & Factions

In the world of Devastation Ave. one of the main world features is the concept of *factions* and dynamic enemies; almost everyone you encounter is hostile towards you or another enemy, depending on what faction they belong to. In short different factions will engage in combat with each other.

All enemies can have their senses adjusted. These include an enemies ability to hear and see. For example: the *Seeker* enemy is not able to see so it relies solely on the sounds produced by other entities. Each entity has a field of view that can be adjusted, as well as it scales with the difficulty.

Dynamic Soundtrack

Based on your location in the game, the music will match that area's overall “tone”. When engaging in combat the music will be dramatic, but when you are completing puzzles or safely navigating the level with no hostile contact, the music will begin to play softly.

The Physical World

Overview

The physical world consists of School, Neighborhood and Forest (assigned to each level respectively). The player can move freely within the defined boundaries of the level. Different areas of each map may be sectioned off at a given time.

Key Locations

School - This is where everything starts.

Neighborhood - After exiting the school, the player will head back home for safety

Forest & Mansion - After unlocking a gate in the neighborhood the player will then progress to the forest, where they will continue along a path until they've reached a mansion with the final boss.

Travel

The player moves through the world by walking. Between levels the character will be moved automatically (via fade out). Each level does not take place more than a few kilometers away from the previous one. In short all levels are located in a small town.

Scale

- Handful of orders
- Able to pick up weapons, items, collectables.
- Can only hold 1 weapon at a time

Objects

There are bullets, notes, desks, chairs, holy water

Time

The player may take as long as they need to complete the level. In terms of story, the players actions take place over the course of a few hours.

Rendering System

Overview

The Game is using the unity engine to render and run. The game has a plane, and a map of school with some additional spots like a parking yard.

2D/3D Rendering

The game is using the engine of unity 3d that renders at a higher quality and adds enhanced graphics to the game. This helps to improve gameplay and visual effects and has a better framerate. All Menus as well as the HUD are rendered as a 2D overlay.

Camera

Overview

There is a default camera that is attached to the player, and as they move the camera and goes with them. As soon as the player turns around the camera rotates and all the visuals look like a first person game.

Game Engine

Overview

The world famous unity game engine is being used for our game. It is one of the best game engines in the world and is easy to use and also its uses C# programming that is easy so this makes the game programming more easy and also the designing is easy in unity. The engine handles all the collisions and rendering perfectly so it is best for us.

Faction Engine

Consists of 2 major areas: The faction Manager, and the Faction Entities. All Entities are registered to the faction manager, and in a

Collision Detection

The Unity physics engine is utilized for collision detection and physics.

Lighting Models

Overview

Models will be dimly lit, to decrease visibility. The game has a lower saturation, but still able to express vibrant colors. The use of Red and Yellow directional lights are to provide the player with a sense of dread and fear, as if something is not right.

The World Layout

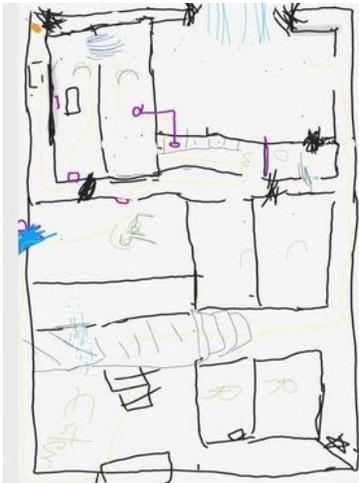
Overview

Each level is designed with tight quarters, to make the player hesitate before turning the corner. Some portions include more open areas; however, the open areas come with a trade off: they usually include more enemies, and scarce resources.

Level 1

For the first level, we wanted the player to navigate the tight corridors of a school building, only with minimal traversal through doorways; areas that were previously accessible to students are now closed off by rubble and fallen debris. Subsequently, paths that were not previously open to students are now open (e.g. collapsed walls, broken windows, air vents).

First Draft



First Rough sketch of the level 1 map.

Implementation



Showing the Unity implementation of Level 1.

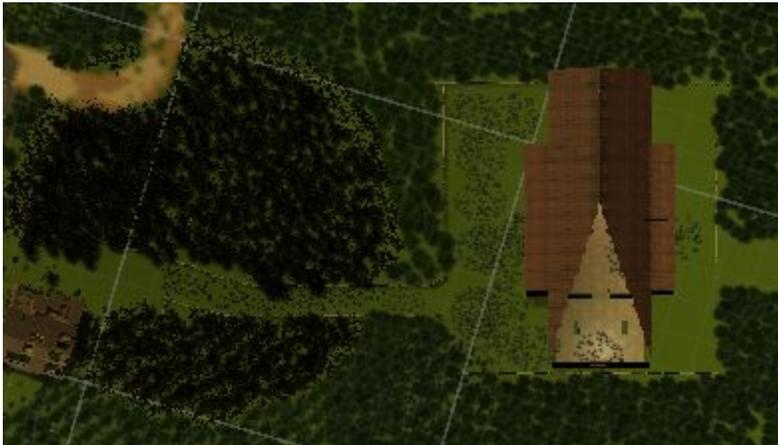
Level 2 & Multiplayer Map:

For Level 2 (as well as the Multiplayer Map), we feature a large portion of a neighborhood for the player to explore. For multiplayer purposes, this map becomes void of any enemies and objectives; you are free to explore the neighborhood and attack anyone else. Each path branching off of the neighborhood is explorable. Players must navigate to the end of the path to unlock the house.



Level 3:

Level 3, consists of the end portion of Level 2, and continues off of it into the woods. It features a big mansion where you will fight the final boss.



Game Characters

Overview

Play as a ragtag group of highschoolers.

The Dinner Club:

Choose from 4 characters:

- **Bender:** “Young punk, rebellious against societal norms, bad upbringing.” Brian is one guy in the group who is always ready to fight. Bender is bulky and always picks up fights and wins them. Every other student places a huge bet on him everytime he decides to fight.
- **Ally:** “Artistic Weirdo”. Ally is really into arts. She was found drawing weird sketches on the walls in the washroom.
- **Claire:** “Entitled, rich chick.” Claire is a spoiled kid. She is sweet and charming. She always likes to hang around with boys and travel to most exotic destinations in the world. Everyone in the school is jealous of her wealthy family. She doesn’t have any real good friends.
- **Brian:** “Nerd, wears glasses, timid.” He’s a nerd. He hack into school systems and doesn’t get caught most of the time.

Enemies and Monsters:

Factions

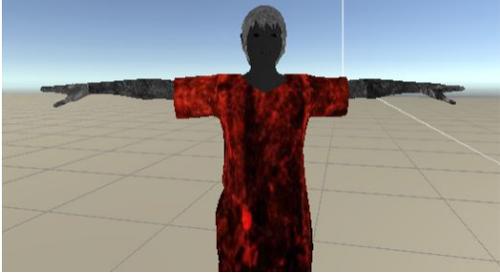
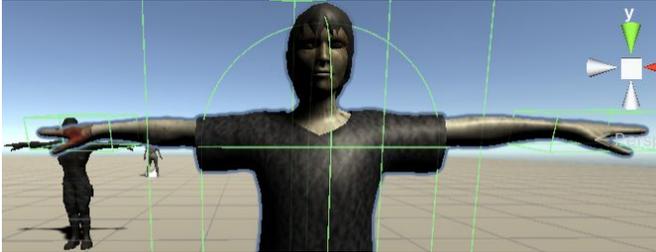
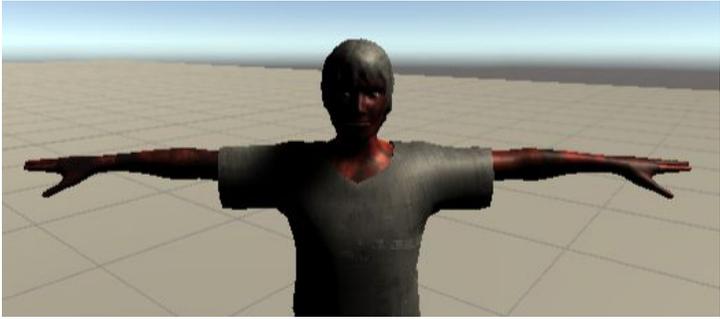
Enemies are placed into different factions, and will attack other entities that do not belong to the same faction.

Faction	Description
Monster	Describes all “non-human” enemies, or possessed teachers.
Gov	Describes all human enemies which belong to the government. They were sent to the school to eliminate the “threat.” They will attack the player despite being human.
Player	This does not describe any enemy, but describes the playable characters instead. AI will be disabled by the Faction Manager using the <i>Is Controlled</i> setting.

Patrol Patterns

All Enemies use a standard set of patrol patterns, but will act differently when they detect the player.

Pattern	Description
Random	The enemy will patrol randomly to points within a set range from their origin point.
Ordered	The enemy will move to a set of points in order. There is no limit to the number of points. for an enemy; if they have 1 or 0 points they will default to the Idle pattern.
Idle	The enemy does not move, they just stand in one position.

<p>Hunter*</p> <p>faction: Monster</p>	<p>The most basic enemy type, if they have sight of you they will run directly towards you. Their direct line of sight can be obscured by walls and other large objects; however, if they've spotted you they will continue to come after you. When attacking they will run up and swipe.</p> <p>* The Hunter does not consist of 1 enemy but in fact branches off into a number of enemy types.</p>
<p><i>Kwebas</i></p>	 <p>A specific type of Hunter that has basic damage and basic damage, range and speed.</p>
<p><i>Demon Girl</i></p>	 <p>A specific type of Hunter that does a medium amount of damage, and has the ability to walk through certain walls.</p>
<p><i>Bloodculus</i></p>	 <p>A Hunter type only does a basic amount of damage, but has exceptional detection.</p>
<p>Seeker</p> <p>faction: Monster</p>	<p>A unique enemy who is not able to see, but will walk towards the nearest source of sound (if it was not created by an enemy in the same faction). If they are within a few feet of another entity (in a different faction), they will start attacking. Noise counts as attacking (shooting or using a melee weapon), walking and sprinting (louder than walking). If the player crouches, the amount of noise a player makes will be mitigated. Furthermore, if they are shot, they will move quickly towards the source of the shot.</p>

<p>Soldier</p> <p>faction: Gov</p>	 <p>These enemies will use firearms to shoot at any opposing faction. Soldiers can take more hits, and can attack you from much further away. If the player is spotted by them but retreats to cover, the Soldier will proceed to follow until they regain a line of sight. Furthermore, if you break line of sight, they will take the time to reload. If they are out of ammo, they will retreat to behind cover. The way they determine cover is the last point where they were out of sight from an enemy/player; they will move to that point (whether or not they fully break line of sight - i.e. if the player keeps chasing them).</p>
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Final Boss



The final boss is unique, in that it does belong to the *Monster* faction and has a very large amount of health. The final boss will prove to be difficult to players, and may take multiple attempts.

User Interface

Overview

The UI has a minimal approach, in order to enforce a more integrated experience.

HUD

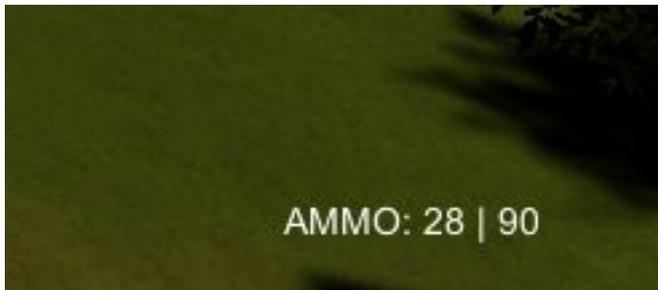
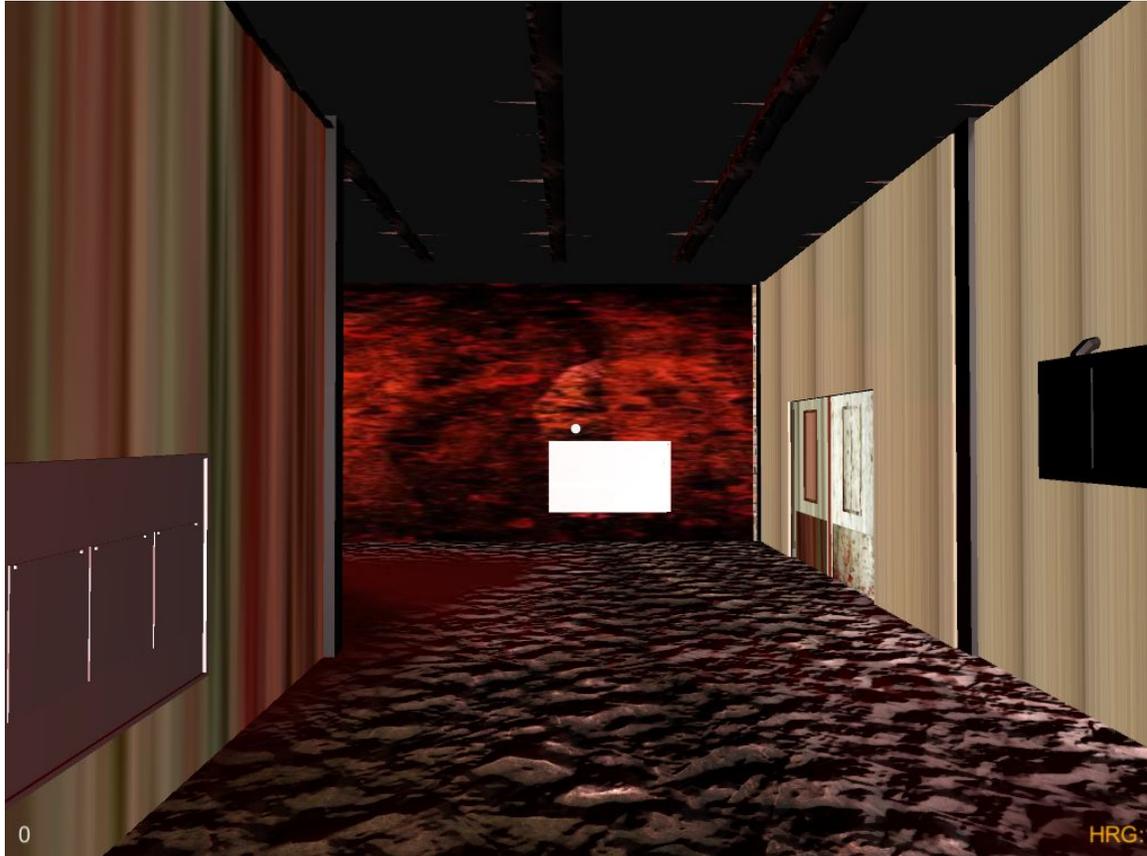


Figure F: The Heads Up Display showing the players hitmarker, as well as their points (bottom left). Newer editions will have the Multiplayer Ammo Counter in the bottom left corner.

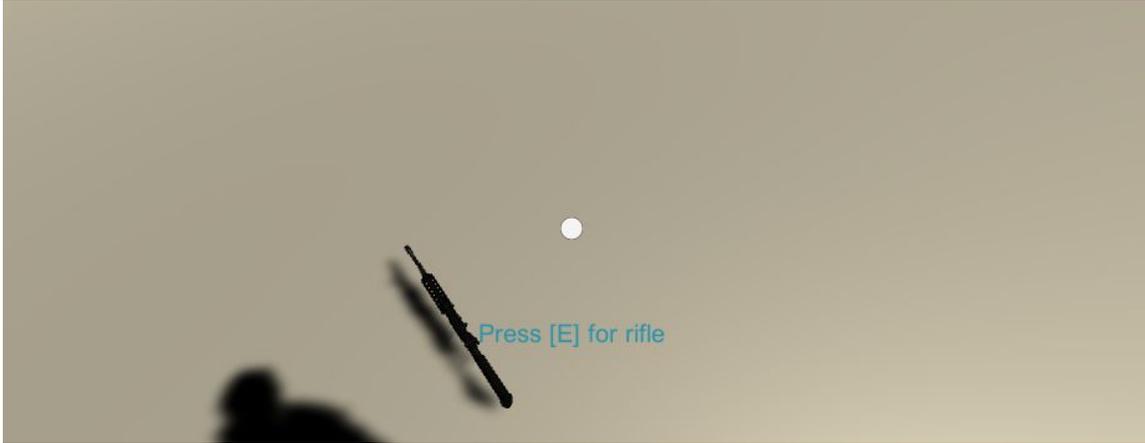


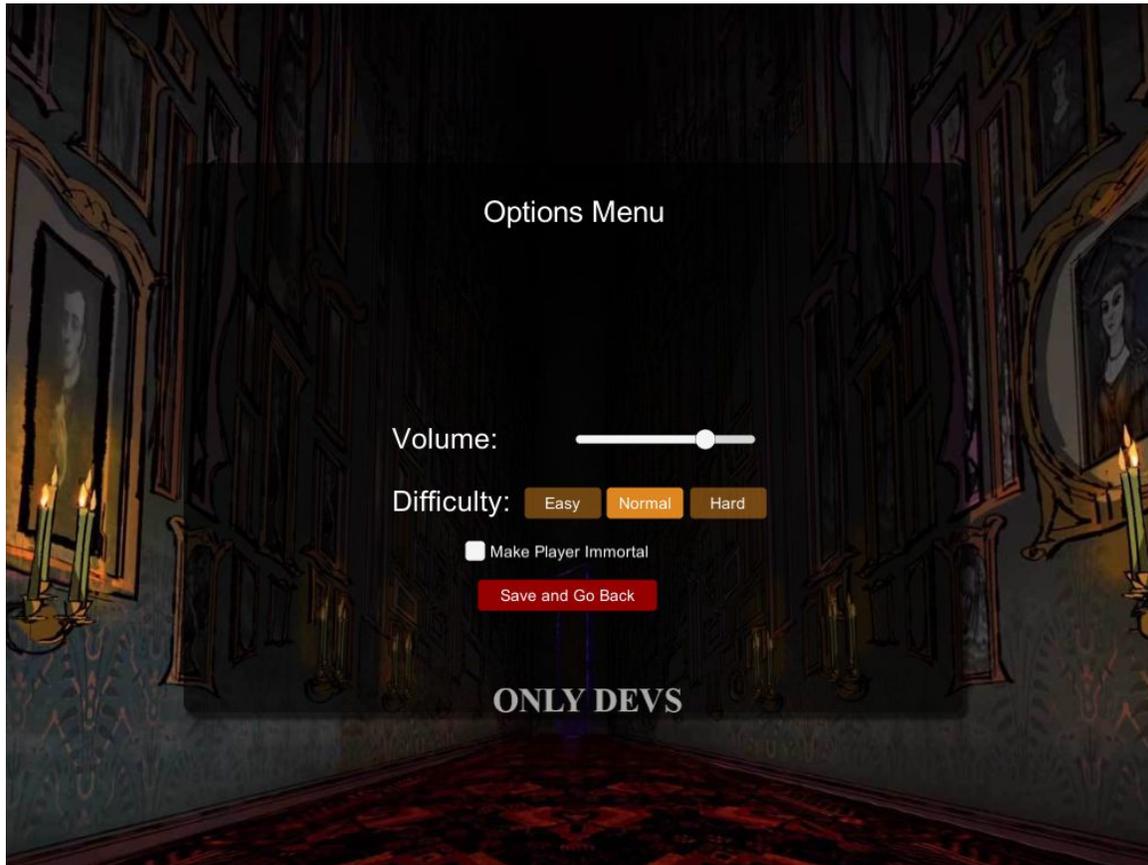
Figure G: If the user approaches a weapon, they will be prompted to pick up the weapon with “E”

Start Screen



This is the Start screen.

Options Menu



This is the Options Menu. There will be more options in next phases

Weapons

Overview

There are 2 main weapon groups in the game, Melee and Firearms. Each has their own set of strengths and weaknesses. Please see **Object Appendix** for the full list of weapons in the game.

Weapon Types

Type	Description
Firearm	<ul style="list-style-type: none">- All weapons that shoot projectiles.- They have a limited source of ammo and must be reloaded in order to

	<p>continue shooting.</p> <ul style="list-style-type: none">- Firearms make a lot of noise when being used and will attract enemies towards you.
Melee	<ul style="list-style-type: none">- All weapons that can be used in close quarters combat.- Can hit entities within a set range to the user.- Creates minimal noise, does not require maintenance.

Musical Scores and Sound Effects

Sound Use in Gameplay

Sounds such as walking & gunshots will not only create a physical sound but will also notify other entities. For instance the Seeker enemy relies heavily on Sound (as it does not have eyes), so it's good to be extra quiet around them.

Overview

To match with the 80s theme, the game's audio design takes inspiration from hit bands from that time period, such as Simple Minds, Ratt and General Public to create an original dynamically changing synthwave soundtrack with a gothic horror spin.

Soundtrack

The soundtrack will continually build upon itself, as the player progresses through the level, the soundtrack will adapt to the mood of the stage. Ex. Heaver music when enemies are near, softer music when completing puzzles.

The composition will be created using a MicroKorg analog Synthesizer and similar virtual instruments.

3D Sound

We use Unity's AudioSource API to create a list of all of our sounds for procedural loading, allowing for quick load times. This dynamic 3D soundscape will create a sound for each object using a linear space algorithm, therefore creating an extremely immersive environment..

Sound Design

We use Unity's built-in audio manager to create a dynamic 3D soundscape, each object has its own linear space, depending on the character's position, the sound will adapt.

Single-Player Game

Difficulty

Player Immortality

The player has the option to enable immortality in the options (although they are encouraged not to). By enabling Immortality the player will not take any damage from enemies, but the enemies will still try to attack the player.

Levels of Difficulty

Difficulty	Details
Easy	On easy, enemy damage will be reduced to 50% (0.5x) of what it would be on Normal, and the enemies ability to detect the player will be reduced to 75% (0.75x) of what it would be on Normal.
Normal (default)	The default difficulty.
Hard	On hard, enemy damage will be 150% (1.5x) of what it would be on Normal, and the enemies ability to detect the player will be 125% (1.25x) of what it would be on Normal.

- Plans to have more varying changes in Enemy behaviour with difficulty changes:
 - Having enemies become more hostile to you by increasing movement speed, and incorporating behaviour for when enemies have low health (enemies will flee sooner on easy, and won't flee on hard).
- Further plans to adjust the amount of ammo found in weapons, as well as the number of weapons.

Overview

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Single Player Game

- Player will be seeing the world through the character's point of view. A First Person Shooter (FPS).
- Player will be able to pick up weapons to shoot at spawned enemies.
- Player will use stealthy techniques to bypass some enemies who may get in the way
- Bullets and other ammo/Weapon upgrades will be available throughout the map but will not respawn any bullets so the ammo is used wisely
- There will be a melee weapon that can be used throughout the game and be upgraded to have higher damage rate
- Player will have some collectibles and puzzles

Story

You are at the school dance with some of your closest friends, when suddenly you hear a loud explosion. Without thinking everyone starts running. A few hours later you wake up, and notice the school is looking different, and practically destroyed. The only thing to do now, is to figure out what exactly happened to the school, and find your friends.

Devastation Ave. takes the story of a collision on the cosmic plane and places you in the shoes of a teenage stereotype, tasked to find his friends and kill enemies.

Act I

It all starts with an average high school day on July 10th 1985. Benjamin Dervin aka Bender, walks through the school doors a bit later than the start of the dance at Shermer High. Everything is fine until an explosion out of nowhere happens. But the weird part is there were no burn marks or injuries on Bender, but he passes out and wakes up a few hours later. Now Bender is going to try to find out what is exactly going on, and where everyone is. Bender is playing it safe to not get alerted by enemies and finds his friends. After he finds his friends he asks them what happened from their perspectives. He then shows them a mysterious diary with missing pages. They find out that if they remain in the school they will become a distorted spirit who will haunt the school forever. So they have 10 mins to find the master key in the Principal's office and leave the school premises. Outside the school premises one of Bender's friends points out that there is a weird ritualistic symbol around the school. They get out into the neighborhood and try to catch their breath on what's happening.

Act II

Bender and friends decide to investigate and collect the rest of the diary pages that were missing to find out the conflict/solution to this dark horror. Some strange notes were placed all around the neighborhood. Bender finds the rest of the notes, and he reveals these strange notes were left by a stranger named the Dark Cannabis. The happenings remain a mystery and they try to find their way out of the evil forces and get to Bender's house. In the process of finding his home, they find out that there is an infinite void in the horizon around the neighborhood. Bender steps out to see what happens. He finds that he is in the normal street that his house is in.. Behind him however there is no sign of the distorted l. His friends then walk out and he understands that there is some sort of evil forcefield around the neighborhood. He is discussing with his friends whether he should take this strange happening to the police. But they will think Bender is stupid and ruleout the report. So Bender decides to use the notes he collected and some other strange items to find out what is going on.

Hours of Gameplay

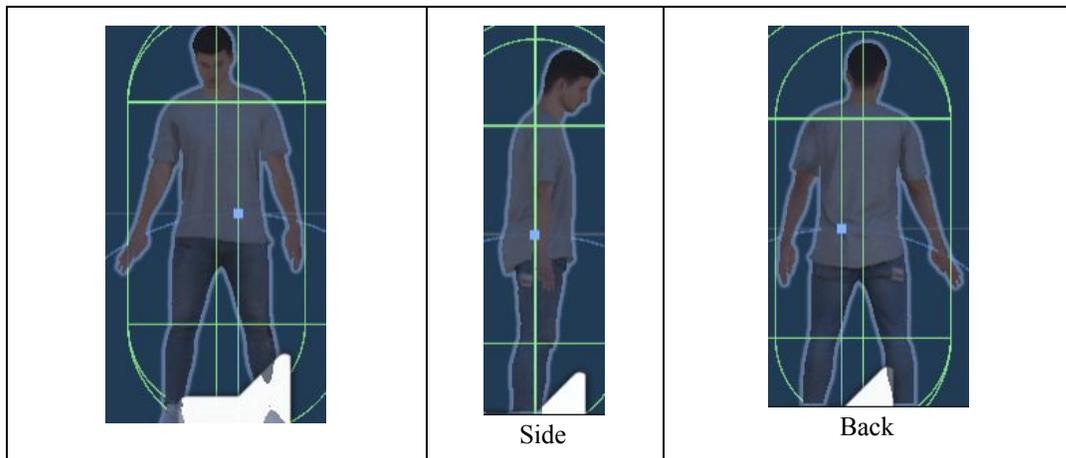
The main game should take about 2-5 hours.

Victory Conditions

- Get to the end of each level without dying.
- Get all collectibles, and secret notes to unlock the true ending/ secret ending
- Defeat all enemies and cleanse the school of evil forces

Character Rendering

Overview



Front		
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Character Rendering



This is how the character looks like in the scene and the game is in FPS. Once the player picks up a weapon, only the weapon is visible in the game screen.



When the player picks up a weapon, it will be seen in their hand

“Objects Appendix”

Firearms

Name	Image	Description
Standard Issue Rifle		<ul style="list-style-type: none"> - Short range - Low damage - Medium accuracy - Moderate fire rate (fully automatic)
M40A3 Sniper		<ul style="list-style-type: none"> - Long Ranged - High damage - Low accuracy - Low fire rate (bolt action)

“User Interface Appendix”

Object	Source	Function
Button	Created in Unity	<ul style="list-style-type: none"> - Change levels/scenes - Change options - Change volume
Retical	Created in Unity	<ul style="list-style-type: none"> - Used for aiming - shows center of screen
Text Display	Created in Unity	<ul style="list-style-type: none"> - Prompts user - Shows dialog

“Story Appendix”

“Asset Appendix”

This section details all assets used to build our game, which were not created by us directly. The use/description field details which portion of the assets we used and how we used them; furthermore, the linked source will take you directly to where the asset was retrieved from.

Title	Use/Description	Source (Linked)
Rifle	Used as the primary weapon for the player.	Unity Asset Store
School Assets	Used to craft level 1 school, and decorate with school related objects (chairs, books, desks, etc.)	Unity Asset Store
Unity Standard Assets	- Primarily used the “First Person Character Controller” script as a foundation for player controls. - Used some textures to color the terrain for level 1.	Unity Asset Store
M40A3 Sniper Rifle	- Used as an additional weapon for the player to use.	Unity Asset Store
Combat Character Pack: Soldier	Used one of the prefabs as a foundation for the “Soldier” enemy type.	Unity Asset Store
Y Bot	Used model as the first playable character model.	Mixamo
Jill	Used model as a foundation for the “Hunter” enemy type.	Mixamo
(Various Animations)	Mixamo animations used for player & enemy movement. The following are titles of animations used: - Stepping Back, - Run Back, - Run Forward, - Strafe Right, - Strafe, - Rifle Aiming Idle, - Rifle Firing, - Jump Down, - Zombie Swipe, - ...	Mixamo
Manuel	Used model to create the new playable character.	Free3D
Building Assets	Used for level 3 Boss House	Unity Asset Store
Big Furniture Pack	Used for adding some couches/objects in level 2 houses	Unity Asset Store
Day-Night Sky boxes	used for making the sky to give that typical dark, and horror effective feelings to player	Unity Asset Store

Wooden Fence	Used for giving level 2 houses a realistic town rendering	Unity Asset Store
Cemetery-Pack	Used for level 2 and 3 Dark abandoned house a Haunted look.	Unity Asset Store
Old House	Used for the explorable houses in both level 2 and 3	Unity Asset Store
Simple City Plain	Used for the benches and other background objects in the town for level 2	Unity Asset Store
Monster_Orc	Used for the Boss model in level 3	Unity Asset Store
UK terrace Houses	Used for the model houses in level 2 town	Unity Asset Store
StreetLampType3Free	Used for the lamp models in level 2 and 3	Unity Asset Store
Furbished Cabin	Not Yet Implemented for level 2	Unity Asset Store
Nature Started Kit 2	Used for natural objects present in level 2 and 3 (Trees,bushes, and grass)	Unity Asset Store