Player character - <https://opengameart.org/content/animated-top-down-survivor-player>

Enemies - <https://opengameart.org/content/top-down-animated-zombie-set>

Pistol bullet - <https://opengameart.org/content/tx-bullet-0>

Shotgun and flamethrower pickup - <https://opengameart.org/content/pixel-art-2d-weapons-pack>

Fire - <https://opengameart.org/content/fire-blast>