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>

Shotgun and pistol sounds - <https://opengameart.org/art-search-advanced?keys=shotgun&title=&field_art_tags_tid_op=or&field_art_tags_tid=&name=&field_art_type_tid%5B%5D=12&field_art_type_tid%5B%5D=13&field_art_licenses_tid%5B%5D=17981&field_art_licenses_tid%5B%5D=2&field_art_licenses_tid%5B%5D=17982&field_art_licenses_tid%5B%5D=3&field_art_licenses_tid%5B%5D=6&field_art_licenses_tid%5B%5D=5&field_art_licenses_tid%5B%5D=10310&field_art_licenses_tid%5B%5D=4&field_art_licenses_tid%5B%5D=8&field_art_licenses_tid%5B%5D=7&sort_by=score&sort_order=DESC&items_per_page=24&Collection=>

Flamethrower sound - <https://opengameart.org/content/fire-loop>

Pickup sound - <https://opengameart.org/content/3-item-sounds>

Player and enemy sounds - <https://opengameart.org/content/11-male-human-paindeath-sounds>

Background music - <https://opengameart.org/content/fight-them-until-we-cant>