Co-coded by

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| --- | --- | --- | --- |
| Leonardo Guajardo | Jacob Corey | Navin Augustine | Brandon Barnes |
| Underlying Class System and Databases | Map design, character movement | Combat, turn order | UI, camera movement, sound tuning, project management |

Right and Left arrows to pan camera

Click on a tile to move to it

Select a target by clicking on them

References for assets:

<https://assetstore.unity.com/packages/2d/textures-materials/sky/starfield-skybox-92717>

<http://govgrid.org/gallery3/index.php/GovGrid-Set-A/GOVGRID-SET-A-BROWN-WALL-ROUND-LIGHT>

<https://assetstore.unity.com/packages/2d/textures-materials/sky/spaceskies-free-80503>

Final Fantasy Sprite Sheet

Music:

Toby Fox:

MeGaLoVaNiA (Homestuck edit)

Moonsetter

Killed by BR8K Spider​!​!​!​!​!​!​!​!

Clark "Plazmataz" Powell:

Three in the Morning