Project Developer Credits

Project Managers: Brian Leong, Angie Le

Project Developers: Cristofer Stamp, Bryant Oliver, Safia Boutaleb,

Wilson Zhu, Brian Chung, Sherwin Lapid

By Department

Player Code and Sprite Development: Angie Le, CJ Stamp, Brian Leong

Enemy Development: Cristofer Stamp, Sherwin Lapid, Wilson Zhu,

Angie Le, Brian Leong

Enemy Coding and Animation: Cristofer Stamp, Wilson Zhu, Brian Leong

Weapons Development: Bryant Oliver, Wilson Zhu, Brian Leong

HUD Design and Processing: Bryant Oliver, Wilson Zhu, Brian Chung, Brian Leong

Environment Development: Safia Boutaleb, Brian Chung

User Interface Designers: Angie Le, Wilson Zhu, Brian Leong

Godot Code Optimization and File Integration: Brian Leong

Game Asset Credits

Sound Effects

- Fluffing a Duck Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 3.0 License http://creativecommons.org/licenses/by/3.0/ Music promoted by https://www.chosic.com/free-music/all/
- https://freesound.org/people/cabled mess/sounds/350905/
- Background Music located inside license in "Credits" folder
- Other sound effects gathered from https://www.zapsplat.com/

Mob Assets

- https://elthen.itch.io/2d-pixel-art-minotaur-sprites?download
- https://darkpixel-kronovi.itch.io/mecha-golem-free?download

Level Assets

- The Scream jaebum joo, flickr, https://www.flickr.com/photos/joojaebum/7073422507/
- Starry Night u/RiQuY, reddit, https://www.reddit.com/r/PixelArt/comments/6mk3zo/occcnewbie_van_gogh_starry night pixel art version/
- Mona Lisa Giulio Bordonaro, themag, https://www.themag.it/inspiration/2013/gioconda-project.html
- The Persistence of Memory- Isaac Gabriel, it8bit, https://www.it8bit.com/post/185860882628/the-persistence-of-memory-pixel-art-version-by

Item/Weapons Assets:

• https://ninjikin.itch.io/fruit

General:

- https://github.com/Orama-Interactive/Pixelorama
- https://imaflip.com/memegenerator/Satisfied-Seal
- Font credits and licenses can be found inside the "Credits" folder