

Project Developer Credits

Project Managers: Brian Leong, Angie Le

Project Developers: CJ 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: CJ Stamp, Sherwin Lapid, Wilson Zhu, Angie Le, Brian Leong

Enemy Coding and Animation: CJ 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://imgflip.com/memegenerator/Satisfied-Seal>
- Font credits and licenses can be found inside the "Credits" folder