



## Design:

Level design: Bruno Félix

Players design: Bruno Félix

Assets creation: Bruno Félix

Boomerang design: David Gonçalves

Menu design: Bruno Félix

## Coding:

Level Coding: Bruno Félix, Raul Leal

Boomerang Coding: David Gonçalves

Players: Bruno Félix, David Gonçalves

Turkeys: Bruno Félix

Audio effects: Bruno Félix

## Audio:

Birds singing: Pedro Salgado

Wind: Audio Enabled (Royalty free)

Turkeys: Bruno Félix

Main menu background: Bruno Félix

Gameplay background piano: David Gonçalves

Cutscene sniff: Ana Triz (aka Beatriz Ferreira)