All Assets used are open source. All coding and animation original.

<http://www.windsim.com/images/sky/sky_112.bmp>

<https://opengameart.org/content/another-sword>

<https://opengameart.org/content/seamless-beach-sand>

<https://opengameart.org/content/animated-cerberus>

<https://opengameart.org/content/animated-bezerker>

<https://opengameart.org/content/animated-female-mage>

https://opengameart.org/sites/default/files/ZombieInvasionBg1.png

Movement Proposition by Kevin MacLeod

Link: https://incompetech.filmmusic.io/song/4088-movement-proposition

License: <https://filmmusic.io/standard-license>

<https://freesound.org/people/Mixedupmoviestuff/sounds/179222/>

<https://freesound.org/people/qubodup/sounds/60013/>

<https://freesound.org/people/tim.kahn/sounds/337000/>

<https://freesound.org/people/Clearwavsound/sounds/524607/>

<https://freesound.org/people/jacobalcook/sounds/195568/>

https://freesound.org/people/Aleks41/sounds/406063/