**Tools**

FlatRedBall engine, Glue code generator, and Gum UI designer

Vic Chelaru (flatredball.com)

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Tiled Map Editor

Thorbjørn Lindeijer(mapeditor.org)

Licensed under GPL: GNU General Public License 3.0

**Music:**

"Clean Soul"

Kevin MacLeod (incompetech.com)

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“The Dweller on Coyote Hill”

Little Glass Men (clauscreative.com)

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“Unsung”, “Tide Will Take Us Home”, “Illuminated Path”, “No Fix”, “Angel Falling”, “Parallel parable (coming change)”

Ketsa (ketsamusic.com)

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**Graphics:**

Universal Liberated Pixel Cup Sprite Sheet

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Beach sand, ocean waves, cliffs, grasslands and trees tileset

Leonard Pabin

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RPG Tiles Cobble Stone Paths And Town Objects and Lost Garden tilesets

Zabin, Daneeklu, Jetrel, Hyptosis, Redshrike, Bertram

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Cave and desert tilesets

MrBeast.

Commissioned by OpenGameArt.org (http://opengameart.org)

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LPC Animated Water and waterfalls

ZaPaper (peterlzy.wix.com/rpgaction)

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Splash animation

Julien Jorge

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Farming Tileset

Daniel Eddeland

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Fishing rod sprite

soreCactus

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**Sound Effects:**

8-Bit Sound Effects Library

Little Robot Sound Factory(littlerobotsoundfactory.com)

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RPG and UI Sound Effects

Kenney Vleugels (kenney.nl)

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RPG GUI contruction kit

Lamoot

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