Art Asset References – Assessment 3

This document provides details on all assets obtained from a third party and the usage rights. If it is not listed here the asset was created by the team.

**Background Image.**

<https://commons.wikimedia.org/wiki/File:Moment_in_space_cvi_by_funerium.jpg>

This background was published on Wikimedia commons under the creative commons licence. No special requirements were detailed for the use of this image.

**Music**

<https://opengameart.org/content/prepare-for-war>

The music was obtained from open game art and published under the creative commons licence. The author has requested to be credited if the music is used, hence his name appears on the “credits” page of the game.

**Explosion images**

<https://opengameart.org/content/explosions-2>

The images were obtained from open game art and published under the creative commons licence. No special requirements were detailed for the use of these images.

**Shooting sound FX**

<https://opengameart.org/content/retro-shooter-sound-effects>

Theses sounds were obtained from open game art and published under a CC0 Public Domain licence. No special requirements for the use of these sounds, other than the creator requesting the sounds not be sold.

**Explosion Sound FX**

<https://opengameart.org/content/bombexplosion8bit>

Theses sounds were obtained from open game art and published under a CC0 Public Domain licence. No special requirements for the use of these sounds.

**Ship, Asteroid, Bullets and Power-Up Art.**

<https://assetstore.unity.com/packages/2d/environments/retro-2d-space-shooter-sprites-21796>

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