

YOKAI SMASH CREDITS

DESIGN AND PRODUCTION

Conor Calam

Producer
Level Design
QA/Testing
Gameplay Balancing
Sound Design

Jason Vo

Designer
QA/Testing
Gameplay Balancing

ART TEAM

Brandon Russell

Character Art
Animation
Environment Art
VFX Shaders
Main Menu Music

Harry Sherlock

Character Art
Animation
Weapon Art
VFX Particles

Leon Pappas

Environment Art
Environment Lighting
Post-Processing

Thoa Anh Duong

Character Art
Environment Art

Keegan Stamp

Weapon Art
Powerups Art

PROGRAMMING

Erelyn Le Rossignol

Enemy AI
Gameplay Mechanics

Samuel Le

Player and Weapons
Gameplay Mechanics