

Implementation

Group 21  
Generic Games

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<https://shape.so/> - Icon assets for ui elements e.g. buttons, menus  
<https://itch.io/game-assets> - A whole bunch of graphical assets packs  
<https://shubibubi.itch.io/cozy-people> - characters graphics pack  
<https://limezu.itch.io/moderninteriors> - interior graphics pack  
<https://www.gamedevmarket.net/asset/3d-looking-buttons-9303/> - buttons pack  
<https://www.gamedevmarket.net/asset/pixel-art-kitchen-kit-6054/> - pixel art kitchen pack (\$20)  
<https://spritedatabase.net/game/2154> - character design and other stuff pack  
<https://spritedatabase.net/file/13069> - food pack  
<https://reakain.itch.io/gb-studio-7-11-tileset> - kitchen set  
<https://limezu.itch.io/kitchen> - kitchen set  
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<https://limezu.itch.io/moderninteriors>  
<https://creativecommons.org/licenses/by/4.0/>  
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<https://www.gamedevmarket.net/asset/game-gui-free/> - used for the main menu  
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(b) use the Licensed Asset and any Derivative Works as part of both Non-Monetized Media Products and Monetized Media Products, with no restriction on the number of projects the Licensed Asset may be used in. In either case, the Licensed Assets can be used in Media Products that are either:

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- (c) Allow the user of the Media Product to extract the Licensed Asset or Derivative Works and use them outside of the relevant Media Product.

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<https://www.dafont.com/odin-rounded.font#top>. - font for the game

Ridley Coyte - music for game