# **Bones & Marrow Infested Demo**

#### Dev team

Onyae' L. Stewart - Programmer/ Artist/ Composer. Bryan Sandoval - Programmer/ Artist.

# **Short Description**

Race against the timer and knock out Vermin to steal as much of their treasure as possible.

## **Control List**

Movement - WASD/ L stick/ D Pad.

Jump - K/ A Button.

Attack - J/ X Button.

Throw - H/Right Bumper.

## Credits

- Sound Effects:
  - Metal pipe SFX - <u>https://freesound.org/people/thenotcheeseman/sound</u> s/679206/
  - Enemy Hit SFX - <u>https://www.sounds-resource.com/snes/supermariow</u> <u>orld/</u>
  - Strong Hit SFX -<u>https://en.wikipedia.org/wiki/Main\_Page</u>
  - Explosion SFX- <u>https://www.myinstants.com/en/instant/deltarune-ex</u> <u>plosion-13037/</u>
  - Death SFX - <u>https://www.myinstants.com/en/instant/dry-bones-d</u> eath-74443/

<u>Made for</u> A Personal Project

Time frame of completion 2 ½ years