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/

- Buy SFX https://www.sounds-resource.com/nintendo 64/mario 64/
- Buy Fail SFX https://www.sounds-resource.com/nintendo 64/mario 64/

Made for

A Personal Project

Time frame of completion

2 ½ years