

Honey Bear

Sprites links and attributions

Flags:

https://www.iconfinder.com/icons/2593278/banner_flag_yellow_flag_notification_icon

Platforms:

<https://www.vectorstock.com/royalty-free-vector/honey-dripping-vector-33378794>

Teddy Bear:

<https://opengameart.org/content/miks-a-2d-teddy-bear>

Honey Stick:

<https://stock.adobe.com/images/hand-drawn-cartoon-style-honey-dipper-wooden-spoon-with-dripping-liquid-honey-isolated-clip-art-illustration/416155380>

Queen Bee:

<https://jellel.itch.io/beepixelart>

Enemy Bee:

<https://kingkelp.itch.io/bee>

<https://admurin.itch.io/top-down-mobs-bee>

UI Buttons:

<https://www.vecteezy.com/vector-art/7780289-info-wooden-button-in-cartoon-style-an-asset-for-a-gui-in-a-mobile-app-or-casual-video-game>

<https://www.vecteezy.com/vector-art/7780292-pause-wooden-button-in-cartoon-style-an-asset-for-a-gui-in-a-mobile-app-or-casual-video-game>

Scroll:

[Scroll_PNG_Clip_Art_Image-263687686](#)

YouTube Tutorials:

<https://youtu.be/FdNervYWmcE?si=Cf5pV7QKBCB8iZpU>

<https://youtu.be/5GWRPwuWtsQ?si=HuMXqOdCaovhSPgR>

https://www.youtube.com/watch?v=gC0N6ETulv0&list=PL2cNFQAw_ndyKRiobQ2WqVBBBSbAYBobf&pp=iAQB

ChatGPT:

For basic coding doubts, structuring of the code and commenting on lines of code. Although few snippets were used directly, the main logic was self-structured and coded.