**Citations:**

List of all assets used from OpenGameArt.Org. Many of the background screens and splash icons were made by myself in photoshop. Additional items such as sprites and animations were taken from opengame art. Sounds as and music was also taken from free source places.

<https://opengameart.org/content/cerulean-sword>

https://opengameart.org/sites/default/files/cga\_2back\_dungeon.zip

https://opengameart.org/content/spell-4-fire

<https://opengameart.org/content/ui-sounds>

https://opengameart.org/content/hero-immortal

A nice little heroic chiptune for any adventure/rpg game.

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<https://opengameart.org/content/4-projectile-launches>

<https://opengameart.org/content/bosses-and-monsters-spritesheets-ars-notoria>

Additional unity scripts to aid in movement of enemies and projection of objects toward player.

<http://ranchblt.com/blog/unity-shoot/>

<https://answers.unity.com/questions/1359733/moving-an-enemy-randomly.html>