Sources

Scene0\_ Welcome

Background got from <https://opengameart.org/content/hd-multi-layer-parallex-background-samples-of-glitch-game-assets>

Zombie animation got from <https://opengameart.org/content/zombie-animation>

Font used through whole game got from <http://www.dafont.com/quiet-horror-story.font>

Code used for text box learnt from <https://www.youtube.com/watch?v=ehmBIP5sj0M>

Font used for text box’s <http://www.dafont.com/walkiria.font>

Scene0.5\_ Explain

Wsad keys image found <http://agario.daniguardiola.me/>

Snes controller image found <http://nintendo.wikia.com/wiki/File:SNES_controller.png>

Scene1\_GameOver

Background (Blue screen) got from <http://chijoori.ir/wp-content/uploads/2016/05/x5bsod.png.pagespeed.gp%20jp%20jw%20pj%20js%20rj%20rp%20rw%20ri%20cp%20md.ic.vYS2_0xBFt.png>

Music wrote by myself

Level1

Background (Parallax city scape) got from (Modified as added layer of trees in background to match 2nd lvl) <http://opengameart.org/content/industrial-parallax-background>

Code for Para laxing learnt from <https://www.youtube.com/watch?v=30OuWY1UfcQ>

Hero Sprites got from <http://lswbeast.deviantart.com/art/Zanpto-Sprite-Sheet-223506014>

Enemy Sprite got from <https://opengameart.org/content/zombie-animation>

Music wrote by myself

Platform Sprites got from <https://kenney.nl/assets/platformer-pack-industrial>

Fire Sprite got from <https://opengameart.org/content/wgstudio-fire-animation-loop>

Points windows got from <https://pixabay.com/en/windows-logo-twist-307586/>

Player controller script made my own using mats as a guide but added mouse and snes controller code and also wsad controls from keyboard so direction arrows work also.

The linux bomb sprite was got from <https://wiki.themanaworld.org/index.php/User:Fother/Pixel_Art#Penguin>

Pause menu script I learnt from <https://www.youtube.com/watch?v=Wrelb5WBnoQ>

Doors Sprite got from <https://opengameart.org/content/doors>

Zombie dying sound got from <http://soundbible.com/828-Blood-Squirt.html>

Penguin being shot <http://soundbible.com/1443-Peacock-Bird.html>

Key used on all levels http://vignette1.wikia.nocookie.net/fantendo/images/8/82/SuperKeySMSJ.png/revision/latest?cb=20100619173736

Level2

Background image found <http://www.wallpapersshock.com/free-twilight-town-hd-wallpapers-download/>

Background parallax made with <https://opengameart.org/content/hd-multi-layer-parallex-background-samples-of-glitch-game-assets>

Female Zombie Sprite found <http://www.gameart2d.com/the-zombies-free-sprites.html>

Fire Sprite found <https://opengameart.org/content/wgstudio-fire-animation-loop>

Coin from <https://opengameart.org/content/animated-coins>

Sound from collecting coin <https://www.youtube.com/watch?v=FzjtPtOH-Hg>

End of level door <https://opengameart.org/content/castle-door>

Level3

Linux server image got from <https://webengine.one/img/serv-linux.png>

Background parallax made with <https://opengameart.org/content/hd-multi-layer-parallex-background-samples-of-glitch-game-assets>

Male Zombie Sprite found <http://www.gameart2d.com/the-zombies-free-sprites.html>

Sparkle Music found <https://www.youtube.com/watch?v=2D-ZO2rGcSA&list=PLya__OBTLMkPQwGj-_xlnVb2-F_w_HN5i&index=4>

**Where I found help ideas for scripts**

Paralax background <https://www.youtube.com/watch?v=30OuWY1UfcQ>

Boss Script <https://www.youtube.com/watch?v=T-rCJrU1Cqs&t=860s>

Enemy/boss health manager

Fade between levels scripts some ideas came from <https://unity3d.com/learn/tutorials/projects/2d-roguelike-tutorial/adding-ui-level-transitions?playlist=17150>

Falling platform script <https://www.youtube.com/watch?v=m3alCI5yTHY>