

## Asset Attributions

Music sources:

FANTASCAPE- [Fantasy Game Music | Soundimage.org](#)

1988 (feat Li-sa-X) -

[“Arcade Metal” Digital Album Download – Andy Gillion](#)

[Soft Piano - 100 BPM | Royalty-free Music - Pixabay](#)

SFX sources:

[Light Switch | Royalty-free Music - Pixabay](#)

Attack sounds gotten from a Ovani sound pack

<https://pixabay.com/sound-effects/search/health%20pickup/>

Sprite sources:

[Mini Dark-Fantasy Gui by Finnmercury](#)

[Epic RPG World Pack - Cemetery by RafaelMatos](#)

[Ultimate Dark Fantasy Ui set by Finnmercury](#)

[PIXEL FANTASY RPG ICONS - Keyboard Buttons by Caz](#)

Lich Gate Logo gotten from ChatGPT

[Free Effect and Bullet 16x16 by BDragon1727](#)

[Gothic Button Set | 2D Icons | Unity Asset Store](#)

[\(FREE\) NEW FIRE UPDATE| SPECIALL EFFECTS Starter Pack by Sangoro](#)

[32x32 Pixel Gems | OpenGameArt.org](#)

[Undead Pack by Dreamir](#)

Code sources:

Base for enemy spawner (then changed/edited to fit needs)

[▶ Creating a Rogue-like \(like Vampire Survivors\) in Unity — Part 7: Enemy Spawning](#)

Base for Map generator:

[▶ Creating a Rogue-like \(like Vampire Survivors\) in Unity — Part 2: Map Generation](#)

Base for Enemy State Machine:

[▶ Code Class - Build your own State Machines!](#)