# Project Gemini - Asset Manifest

## Code:

Script to set camera aspect ratio (used in CameraInit.cs) :

https://gamedesigntheory.blogspot.com/2010/09/controlling-aspect-ratio-in-unity.html

## Sprites and Animation Assets:

Sunny Land by Ansimuz : https://assetstore.unity.com/packages/2d/characters/sunny-land-103349

GothicVania Cemetery by Ansimuz :
https://assetstore.unity.com/packages/2d/characters/gothicvania-cemetery-120509

GothicVania Church Pack by Ansimuz :
https://assetstore.unity.com/packages/2d/characters/gothicvania-church-pack-147117

Pixel 2D Castle Tileset by Szadi Art. : https://assetstore.unity.com/packages/2d/textures-materials/tiles/pixel-2d-castle-tileset-135397

Pixelart Samurai Sideview Tilset - #1 – Wasteland by 49Wares :
https://assetstore.unity.com/packages/2d/pixelart-samurai-sideview-tileset-1-wasteland-243328