**LIXIR, FMP game by Owen McGee**

Location:

Devlog link: <https://sites.google.com/view/too-devlog/home>

Controls are tutorialized in-game. Press Esc to open the pause menu.

Sourced assets:

Hero And Opponents Animation Pack - <https://szadiart.itch.io/hero-and-opponents-animation>

Generic Dungeon Pack - <https://bakudas.itch.io/generic-dungeon-pack>

Free Pixel Effects Pack - <https://codemanu.itch.io/pixelart-effect-pack>

UI - <https://andelrodis.itch.io/1-bit-game-ui-pack>

Menu Art - <https://www.deviantart.com/zedotagger/art/Dark-Souls-3-Lothric-Castle-651722123>

+ Additional visual assets for parts of UI and checkpoint courtesy of Bogdan Ruian.