

Members:

Jannine Gemmell, Liam Maarhuis, Ryan Morrison, Kaiya Wangler, Markus Webster

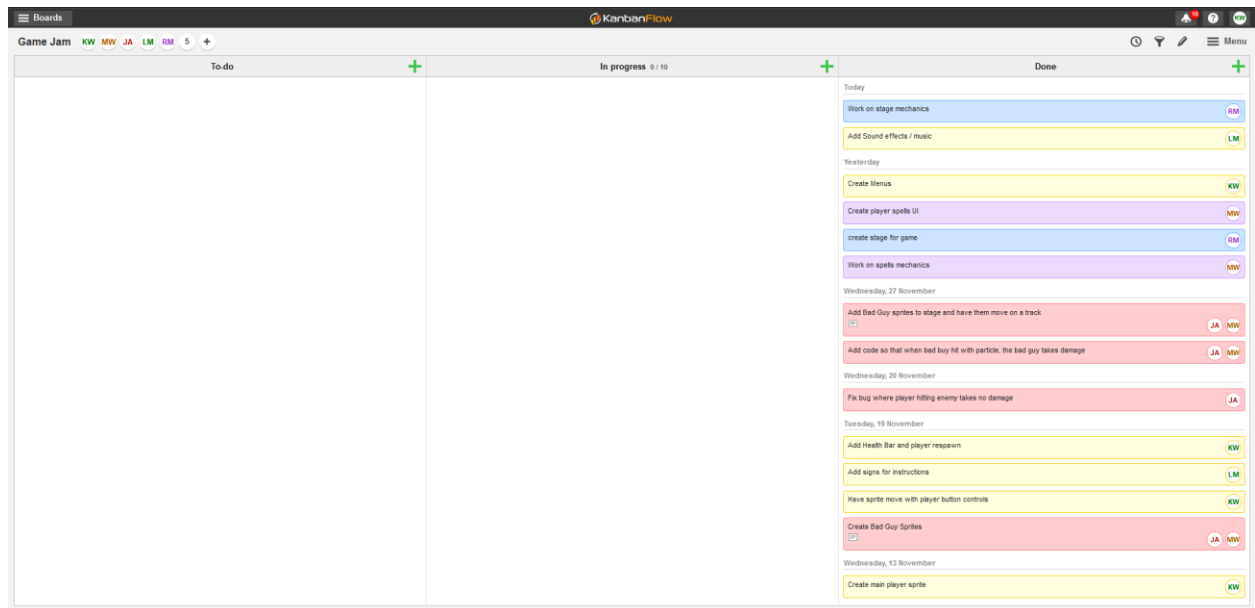
Github Link:

<https://github.com/MidnightWolfe/Github-Game-Jam-2024>

Itch.io Link:

<https://midnightwolfe.itch.io/github-game-jam-2024>

Kanban Board:



References:

For improved menus:

<https://www.youtube.com/watch?v=hRwScCpJqkI>

For player animations:

<https://www.youtube.com/watch?v=XbDh2GAshBA>

For Spells:

<https://www.youtube.com/watch?v=wRcGbQBq28c&t=5s>

<https://www.youtube.com/watch?v=UpTlc51dGhQ&t>

For Textured Health Bars:

<https://www.youtube.com/watch?v=UEJcUnq2dfU&list=PLMQtM2GgbPEXTqB6PCXSvXlgTlc20uPd3>

For Enemies:

<https://www.youtube.com/watch?v=9u59U-DWNJs>

<https://www.youtube.com/watch?v=SGd9TlqkaFU>

<https://www.youtube.com/watch?v=24hXJnwRim0>

For TileMaps in Godot:

https://youtu.be/ZutpG0_CYrQ?si=O3_ZinOEsHHPTNi

Tips for Better Movement (not really used, but looked at):

<https://youtu.be/Bsy8pknHc0M?si=J10YvjVzvpRFzY7h>

Licenses:

Sound effects:

<https://sfxr.me/>

Background Music:

Hyperfine Timekeeping - Composed by One Man Symphony -

<https://onemansymphony.bandcamp.com/>

Can be used in commercial projects?: Yes

Credits need to be given?: Yes:

(Composed by One Man Symphony - onemansymphony.bandcamp.com)*

*Patreon supporters do not need to provide any credit back.

Does the album loop?: No

Can be used in commercial projects?: Yes

Can it be edited?: Yes

Can these effects be played during a livestream or used in a YouTube/Twitch video?: Yes, they are all stream-cleared.

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