

Bibliography

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CS 583: 3D Game Programming

Professor Price

April 9, 2020

References

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Original Assets

Soundtrack:

Main Menu Theme – Written and produced by Kyle O'Dell

Gameover / credits theme – Written and produced by Kyle O'Dell

First level theme – Written and produced by Kyle O'Dell

Second level theme – Written and produced by Kyle O'Dell

Final level theme – Written and produced by Kyle O'Dell

Sounds:

Player death sounds – recorded by Kyle O'Dell

Player hit sounds – recorded by Kyle O'Dell

Enemy death sounds – recorded by Kyle O'Dell

Captain Cah's voice – Kyle O'Dell

Jumping Sound – recorded by Kyle O'Dell

Green Light Activation sound – recorded by Kyle O'Dell

Running water sound – recorded by Kyle O'Dell

Gun shooting sound – recorded by Kyle O'Dell

Gaining health sound – recorded by Kyle O'Dell

Artwork:

Little Shammer character – Kyle O'Dell

Captain Cah character – Kyle O'Dell

Melee enemy – Kyle O'Dell

Exploding Enemy – Kyle O'Dell

Boss enemy – Kyle O'Dell

Hearts – Kyle O'Dell

Main Menu background – Kyle O'Dell

Tutorial level background – Kyle O'Dell

Ship Scene background – Kyle O’Dell

First level background – Kyle O’Dell

Second level background – Kyle O’Dell

Final level background – Kyle O’Dell

Red platforms – Kyle O’Dell

Flower platforms – Kyle O’Dell

Yellow platforms – Kyle O’Dell

Ship Platforms – Kyle O’Dell

Ground – Kyle O’Dell

House – Kyle O’Dell

Fireplace – Kyle O’Dell

Gun – Kyle O’Dell

Key – Kyle O’Dell

Keyhole – Kyle O’Dell

HUD inventory – Kyle O’Dell

Projectiles – Kyle O’Dell

Play Testers

Kyle McLain Kane

Maria Jose Molina Sanchez O’Dell

Michael Scott

Nathan Lehenbauer

Nhat Ho

Tim Backus

Jamshid Aziz

Norman Chau

Christopher Bradford

Michael Ruiz

Ivan Delgado