

The graphics were all created using [Piskel](#).

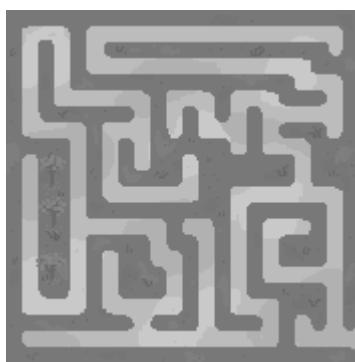
- In the Graphics folder are the colour palettes for the mazes if you need to make any more.
- There is also all of the individual buildings, entities, maps and other elements from the map (bushes, walls) so feel free to reuse or edit.
- I used Paint3D to put the different elements together (it doesn't make them blurry if you don't resize)

Please do not put my pixel art into AI.

- If you want to use AI to generate your own assets, you can (although it is really not difficult to make your own), but do not feed AI my pixel art pretty please.

Note for requirements:

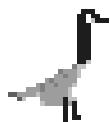
Black and white version of assets - should be accessible to colour blind players:



Map:



Player:



Goose:



Shop: