
COMP 4002 - Asset Manifest

Signs (BlackSpire) - <https://assetstore.unity.com/publishers/34827>

Character, enemies, tiles (Bayat Games) - <https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838>

Astro Stay – From lab 2

Enemies (Pixel Frog) - <https://assetstore.unity.com/packages/2d/characters/pixel-adventure-2-155418>

Menu background: <https://opengameart.org/content/backgrounds-for-2d-platformers>

Menu Music: <https://opengameart.org/content/trance-menu> - <http://soundcloud.com/rezoner>

Hub music: <https://opengameart.org/content/fantasy-logo-music-short-var-epic-orchestra-music>

Heart icon: <https://assetstore.unity.com/packages/2d/gui/icons/tiny-fantasy-icons-99722#description>

Ammo icon: <https://opengameart.org/content/ammo-pack>

Gun and aim scripts: <https://assetstore.unity.com/packages/tools/2d-gun-controller-with-accuracy-and-recoil-logic-56853>

Gun sounds: <https://opengameart.org/content/chaingun-pistol-rifle-shotgun-shots>

Rocket Launcher and ak47: <https://assetstore.unity.com/packages/tools/sprite-management/2d-weapon-pack-free-205866>

Explosion prefab: <https://assetstore.unity.com/packages/2d/textures-materials/2d-flat-explosion-66932>

Explosion Sound Effect: <https://assetstore.unity.com/packages/audio/sound-fx/grenade-sound-fx-147490>

Machine gun sound: <https://assetstore.unity.com/packages/audio/sound-fx/weapons/post-apocalypse-guns-demo-33515>

Door: <https://opengameart.org/content/castle-door>

Keys: <https://opengameart.org/content/cc0-key-icons>

Key sound effect: <https://opengameart.org/content/completion-sound>

Music: <https://opengameart.org/content/menu-music>

Area 2 music: <https://opengameart.org/content/boss-battle-music>

Death music: <https://opengameart.org/content/lose-music-2>

Coin pickup: <https://opengameart.org/content/10-8bit-coin-sounds>

Health: <https://opengameart.org/content/3-heal-spells>

Ammo pickup: <https://opengameart.org/content/2-gun-reloads>

hit sound: <https://opengameart.org/content/bowling-strike-hit>

death sound: <https://opengameart.org/content/mutant-death>

boss death sound : <https://opengameart.org/content/female-screams>

bee sound: <https://opengameart.org/content/single-bee-sound>

Recorded myself: spike hit, bee shoot, Boss hit noise, stingerHit