

Works Cited

Zachary Millisor, Gameplay Programming - Software Used, Unity, Visual Studio/Visual Studio Code

Samuel Heiligmann, Art Design/Animation - Software Used, Unity, Piskelapp, Adobe Photoshop

Zachary Millisor, Music Production - Software Used, Unity, Beepbox.co

Samuel Heiligmann, Database Design - Software Used, Unity, Visual Studio/Visual Studio Code, SQLite

Zachary Millisor, Combat Design - Software Used, Unity, Visual Studio/Visual Studio Code

Zachary Millisor, Crash Reporter - Software Used, Visual Studio

Zachary Millisor & Samuel Heiligmann, Bug Fixes - Software Used, Unity, Visual Studio/Visual Studio Code

Zachary Millisor, Boss/Enemy Design - Software Used, Unity, Visual Studio/Visual Studio Code, Piskelapp

Samuel Heiligmann, U.I. Design - Software Used, Unity, Piskelapp, Adobe Photoshop