

Custom:

Here's a list of things in our game that we feel are worth mentioning!

The camera work (shifting of camera, fading in and out scenes, zooming in and out, etc) in the cutscenes are amazing. We used SRDude's SRD_CameraCore plugin to manipulate the camera.

Marcus created an algorithm to create screenshake. The algorithm utilizes SRDude's SRD_CameraCore plugin. The algorithm can be seen under Databases > Common Systems > 0020 Screen Shaker.

All the soundtracks were composed by Isael. The track "L4-music-1-0" that is played during the Gauntlet segment was the most outstanding.

Plugin Credit:

Here's the plugins we used in our game and the people who made them. Special thanks to them!

SumRndmDde

SRD_ShakingText
SRD_TimerUpgrade
SRD_CameraCore
SRD_AudioFader
SRD_MovieCredits

SumRndmDde's website: <http://sumrndm.site/>

Galv

GALV_MessageSoundEffects

Galv's website: <https://galvs-scripts.com/>

Archeia

No Autoshadow

Archeia's website: <https://divisionheaven.me/>

Terrax

TerraxLighting

TerraxLighting forum thread: <https://forums.rpgmakerweb.com/index.php?threads/terrax-lighting-system.49339/>

Yanfly Engine Plugins

YEP_RegionEvents
YEP_FootstepSounds
YEP_SaveEventLocations
YEP_MainMenuManager

Yanfly Engine Plugins' website: <http://yanfly.moe/>

Tor Damian Design / Galenmereth

TDDP_ManageDashing

TDDP_ManageDashing forum thread: <https://forums.rpgmakerweb.com/index.php?threads/manage-dashing.46778/>

Chickie

YEP_FootstepSounds

Hime

HIME_PreTitleEvents

Hime's website: <http://himeworks.com/>