# 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/>