**Credits & References**

Sound FX

* Little Robot Sound Factory - [www.littlerobotsoundfactory.com](http://www.littlerobotsoundfactory.com)
* David McKee (ViRiX) – [www.soundcloud.com/virix](http://www.soundcloud.com/virix)
* Rubberduck - <https://opengameart.org/content/80-cc0-creture-sfx-2>
* Iwan 'qubodup' Gabovitch – <http://opengameart.org/users/qubodup>]  
  <https://opengameart.org/content/16-button-clicks>, <https://opengameart.org/content/impact>
* Jute - <https://opengameart.org/content/zombie-spider-and-monster> , <https://opengameart.org/content/items-door-fire-weapon-hits>
* Michel Baradari - <https://opengameart.org/content/15-monster-gruntpaindeath-sounds>
* Ogrebane - <https://opengameart.org/content/monster-sound-effects-pack>, <https://opengameart.org/content/monster-sound-effects-2>
* Artisticdude - <https://opengameart.org/content/rpg-sound-pack>

Music

* Mathew Pablo - <https://opengameart.org/content/dream-raid-cinematic-action-soundtrack>
* SubspaceAudio - <https://opengameart.org/content/boss-battle-music>

Ffoxsynergy - <https://opengameart.org/content/recall-of-the-shadows>

* Mvrassli - <https://opengameart.org/content/walking-with-poseidon>
* Emma\_MA - <https://opengameart.org/content/chasing-despair>