**Pandora’s Labyrinth**

Two builds of the game have been created, one with a larger grid size (5x6) and the other with a smaller grid size (3x4), I have done this to enable a quicker playthrough for assessment, however I have designed the game to use the larger of grid sizes.

**Development log (Trello board):** <https://trello.com/b/dIPjgj01/jordan-akehurst>

**Credits & References for non-self-created assets**

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>
* Kenny - <https://opengameart.org/content/50-rpg-sound-effects>

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>