**- Development Team -**

Producer: Catherine Chan

Designer: Lee Junhui Brandon

Assets: Lydia Leow

Programmer: Wu Xiao Xiao

**- Sounds (BGM) -**

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Main Menu Theme: "Angel Share" by Kevin MacLeod

Shop Menu Theme: "Universal" by Kevin MacLeod

Battle Theme: “Summer Day" by Kevin MacLeod

Boss Theme: "Prelude and Action" by Kevin MacLeod

End Theme: "Dreamer" by Kevin MacLeod

**- Sounds (Others) -**

*from http://www.freesfx.co.uk*

Title Button Start: “Large Rattle Switch” (edited)

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Player Slash: “Sword Slash 2” by smokebomb99

Error: “error 2.aiff” by lluiset7

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Miner Alert: “Microwave Ping.wav” by pado77 (edited)

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Title Button Other: “Glass A pp.wav” by Anton

Shop Menu Chime: “Wind Chimes Metallic Dissonant.wav” by exuberate (edited)

Player is Hit: “punch 8.aif” by CastIronCarousel (edited)

Enemy is Hit: “Crow Call, Single, A.wav” by InspectorJ (edited)

Wave Countdown: “Standard beep pre-start.wav” by frodo89 (edited)