

License

Game: Till the End

Group: ARPA

Members: Ara Chung and Rupa Prajapati



Artwork

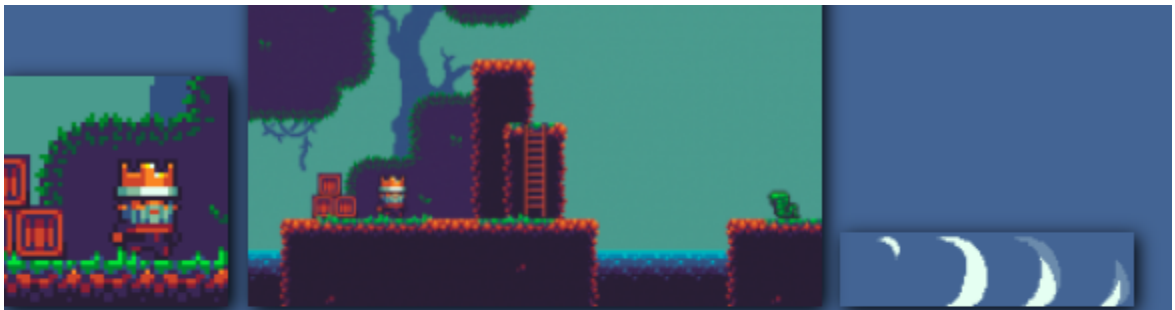
All the link has the license information, one can get the details of the license through the URL provided. Other images that were used were created by Ara Chung and Rupa Prajapati.

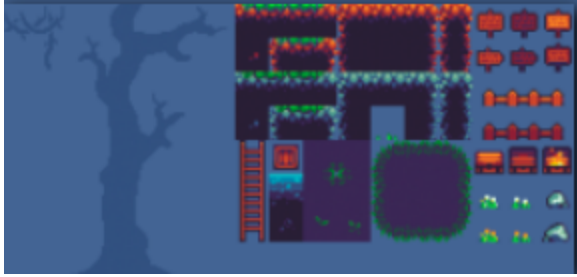
Main Character: Vax



<https://opengameart.org/content/golden-knight-character-sprite>

Landscape





<https://opengameart.org/content/a-platformer-in-the-forest>

Monster: Vax will be fighting these monsters



<https://opengameart.org/content/platform-pixel-art-assets>

Boss Worm(.png)

The Boss Worm character is from Snowball's Chance E2. Here's a [list of details](#), and here's a [link to a zip containing this plus more](#).



Crapmunch(.png)

The Crapmunch pack is from You Got The Shaft. Here's a [list of details](#), and here's a [link to a zip containing all of these plus more](#).



Backyard Ninja Design
Free Stuff

This page offers up free goodies that are related to any ByND games. AND sometimes not related, I guess. Enjoy!

Just to clarify, any of the art assets(sprites sheets, animations, tiles sets) I put up for display on here are free to be used commercially, just give me proper credit if you use them. If you have any questions or concerns, shoot me a mail at backyardninja@dumbmanex.com

backyardninja@dumbmanex.com

http://www.dumbmanex.com/bynd_freestuff.html

Food/Potion



<https://opengameart.org/content/icons32x32>

Music and Sound: all the link has the license information, one can get the details of the license through the URL provided.

Sound

Background

<https://opengameart.org/content/winning-the-race>

<https://opengameart.org/content/ch-ay-na>

<https://opengameart.org/content/a-battle-theme-165-bpm>

Death/injury

Monster

<https://opengameart.org/content/sci-fi-vehicle-sound>

Player

<https://opengameart.org/content/fail-and-success-voice>

Found

<https://opengameart.org/content/completion-sound>

Sword

<https://opengameart.org/content/battle-sound-effects>

Throw injection

<https://opengameart.org/content/sfxthrow>

Next level

<https://opengameart.org/content/won-orchestral-winning-jingle>

Destroyed

<https://opengameart.org/content/big-explosion>

Jump

<https://opengameart.org/content/jump-landing-sound>