Guide lines

Credit:

1. Credit all assets in your game including CC0 assets and your own work (put your name (or handle or team name) on your game).
2. Credits must be accessible from game start (title or credits screen).
3. We are using Pixet-Art font, so we must put credits for the person we took it from according to the license:
4. The FontStruction “Pixel-Art”
5. (<http://fontstruct.fontshop.com/fontstructions/show/332304>) by
6. “GerardBouchard.com” is licensed under a Creative Commons Attribution Share
7. Alike license (<http://creativecommons.org/licenses/by-sa/3.0/>).

Credits:

1. Credit us and assets
   1. Programmers – Amit & Amit
   2. Art – Eve
   3. Assets
      1. Character controller by Brackeys
      2. Font “Pixel-Art” (http://fontstruct.fontshop.com/fontstructions/show/332304) made by “GerardBouchard.com”