README

**Assets used**

Character sprite:

<https://rvros.itch.io/animated-pixel-hero>

Tileset:

<https://oddpotatogift.itch.io/16x16-fantasy-pack>

Parallax background:

<https://ansimuz.itch.io/mountain-dusk-parallax-background>

<https://opengameart.org/content/seamless-parallax-cave-background>

Font:

<https://assetstore.unity.com/packages/2d/fonts/free-pixel-font-thaleah-140059>

<https://www.fontspace.com/knights-quest-font-f4139>

Dialog boxes:

<https://opengameart.org/content/retro-pixel-art-guihud-elements-including-dialogue-box>

Other sprites:

<https://xphere.itch.io/pixel-keyboard-layout>

<https://rohirrimrowan.itch.io/happy-slime-mini-asset-pack>

<https://laredgames.itch.io/gems-coins-free>

<https://rustybulletgames.itch.io/colored-explosions-asset-pack>

Sounds:

<https://assetstore.unity.com/packages/audio/music/fantasy-arcade-rpg-freedom-world-sounds-free-package-123530#content>

<https://assetstore.unity.com/packages/audio/music/casual-kingdom-world-sounds-free-136406#content>

<https://opengameart.org/content/512-sound-effects-8-bit-style>

**Tutorials followed or referenced**

Used a modified version of this to implement my parallax background:

<https://www.youtube.com/watch?v=zit45k6CUMk&list=WL&index=13>

Used a basic implementation of this for the writing effect:

<https://www.youtube.com/watch?v=ZVh4nH8Mayg&list=WL&index=13>

Referenced this for the enemy script

<https://www.youtube.com/watch?v=1QfxdUpVh5I&list=WL&index=21>

and this stackoverflow page as well

<https://stackoverflow.com/questions/31493709/2d-platformer-enemy-movement>

Used the direct implementation of this for AudioManager and Sound scripts:

<https://www.youtube.com/watch?v=6OT43pvUyfY&list=WL&index=15>

Referenced this for my transitions:

<https://www.youtube.com/watch?v=CE9VOZivb3I&list=WL&index=17>