

Sources

1. Sprites

1. Red Spider

- a. Stephen “Redshrike” Challenger - Graphic Artist
- b. William Thompson - contributor
- c. <https://opengameart.org/content/lpc-spider> - URL link for source

2. Tiles

- a. Originally made by artist “Buch”
- b. Artist wanted this link credited: <https://opengameart.org/users/buch>
 - i. The original image is found here:
<https://opengameart.org/content/db32-cave-tileset>
- c. We used <https://pinetools.com/adjust-hue-image> to change the hue of “Buch’s” original artwork.

3. <https://www4.lunapic.com/editor/>

- a. Used to make a lot of sprites have transparent backgrounds for the game.

2. Background

1. Sunrise at the end of the game

- a. Found at: <https://unsplash.com/@yespaniolu>
- b. The photographer who took this picture: username is “yespaniolu”
- c. Actual title of the image is “seashore”

3. HUDs

1. starHud - made by us.
2. heartHud - made by us.

4. Music

1. EndMusic.mp3

- a. Made by us.
- b. We used <https://beepbox.co/> to make it
 - i. Beepbox is a program made by John Nesky, aka “@shaktool”
- c. We also used Audacity, which is also a free music creation software.

***Once your in the level, Pressing “.” (period key) at any point in the map will take you to right before the boss with Max fire and full health. You can even press “.” when fighting the boss. If you do this, his health will remain the same and you’ll still get Max fire and full health. This “.” key is only for play testing purposes and grading purposes, however. To get the full game experience, do not press the period key.

****It takes 12 fire balls to defeat the boss.**

CONTROLS:

- **WASD are movement keys.**
- **“I” key is Star Attack**
- **“O” key is Normal Attack**
- **“P” key is to hover**