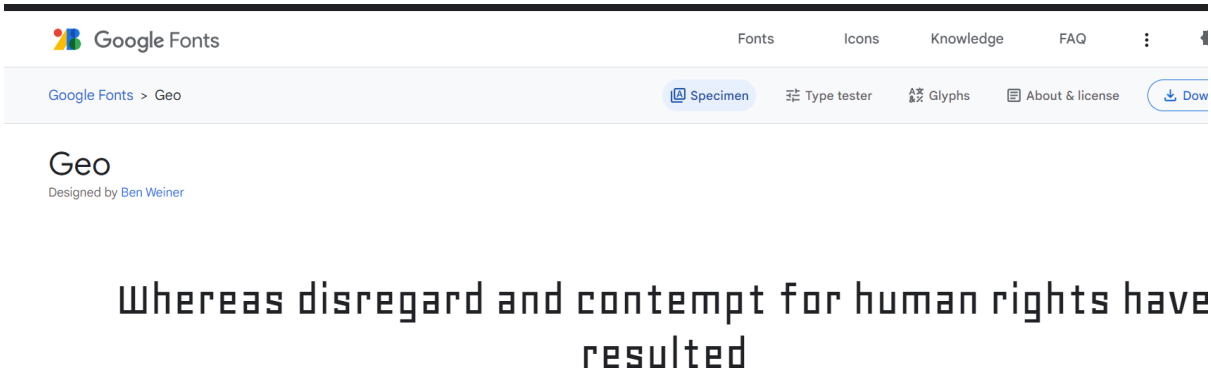
Unity Versions

Unity Hub version: 3.4.1

Unity Editor: 2021.3.19f1

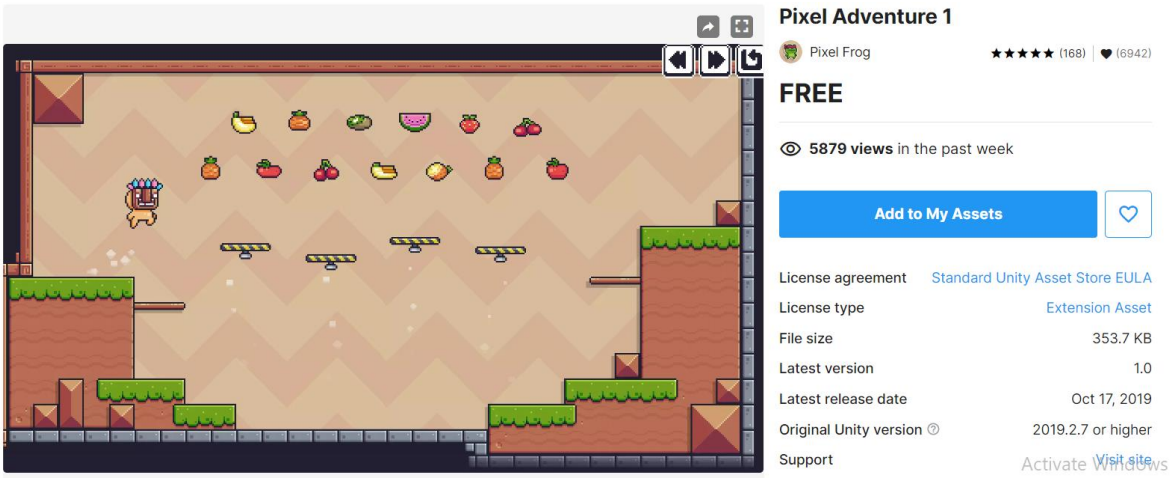
Fonts

I use the Geo fonts for the style the text of start menu and exit menu



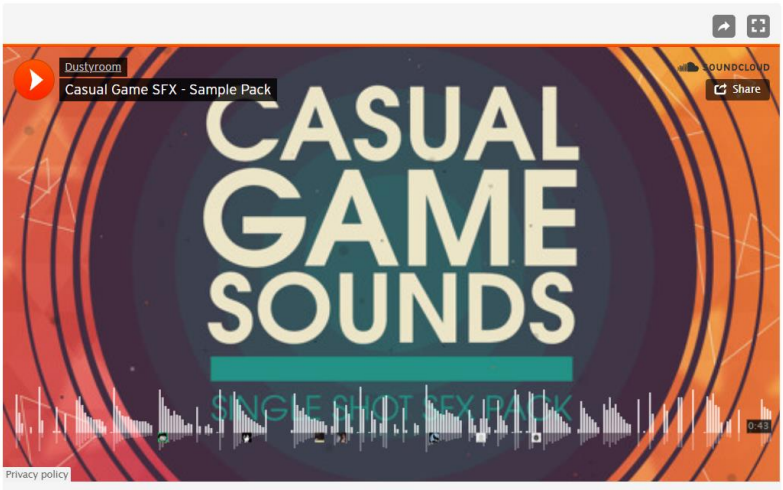
Sprites and Other assets

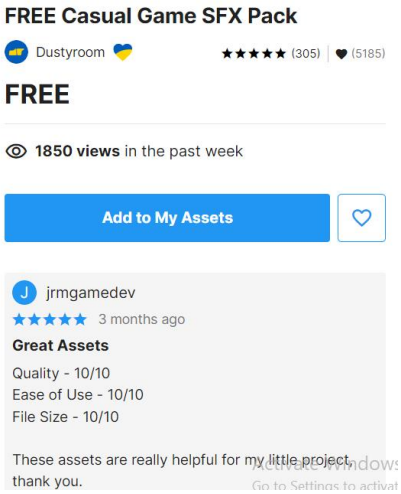
Pixel Adventure assets where you used to make for background, tile building, player and traps



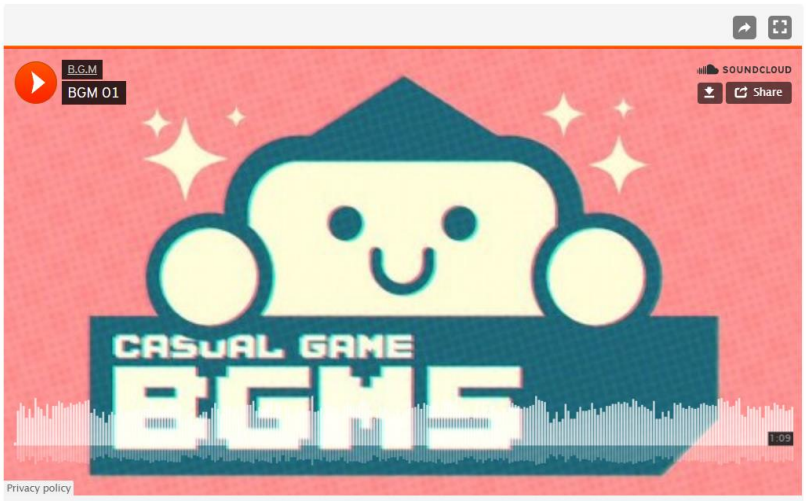
Audio

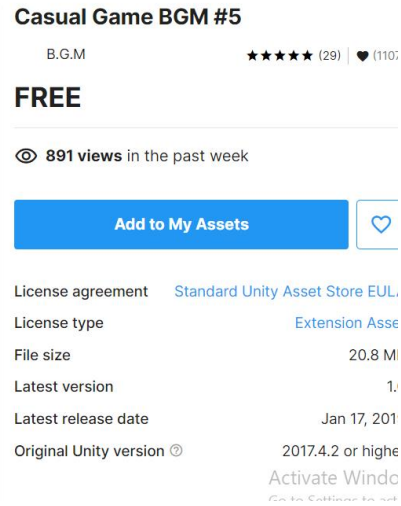
Casual Game Sounds for sound for jumping, death, level, completion, collecting items





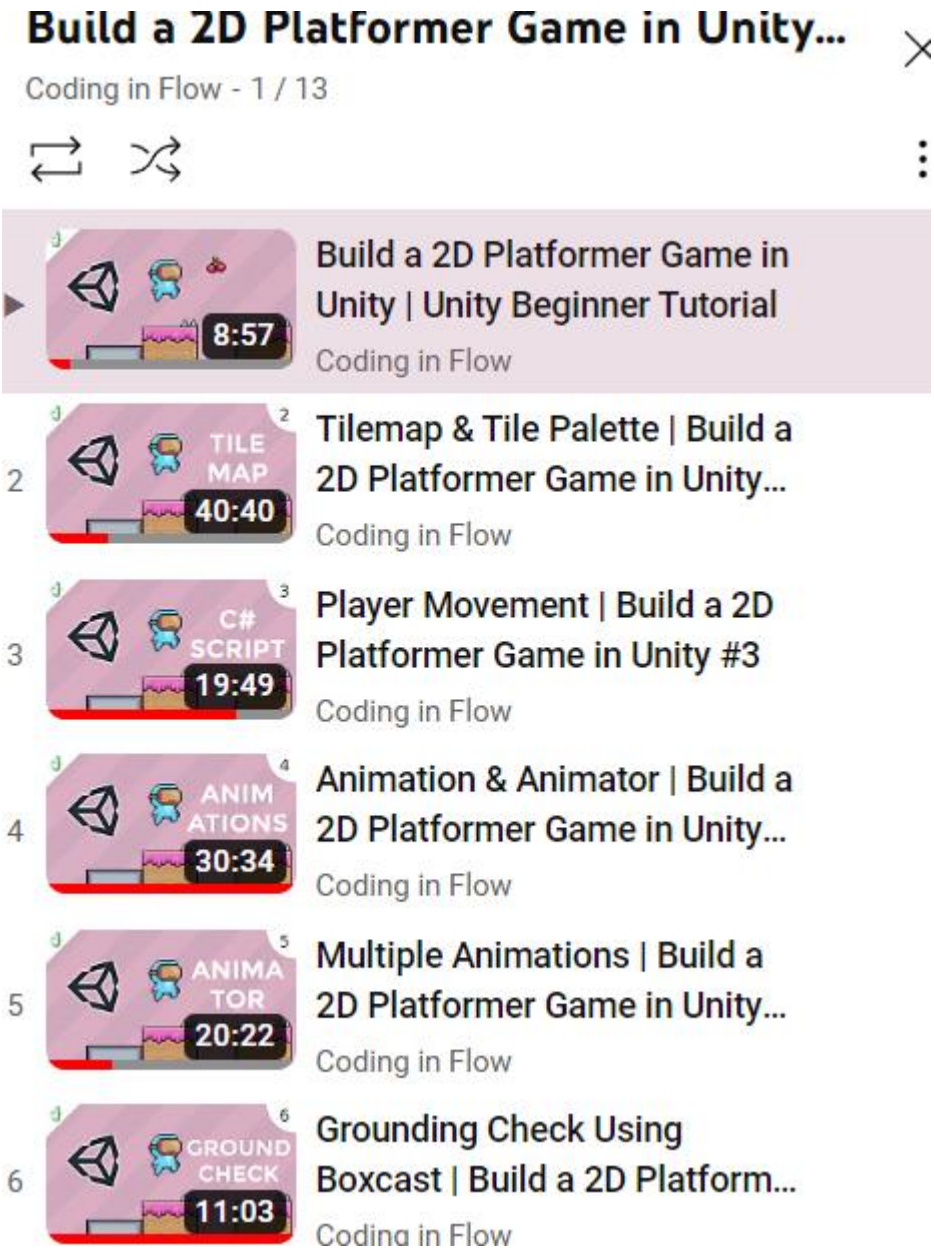
Casual Game BGM for the game background music





Tutorials

The tutorials helped me solve any problems like player death, level completion, and traps to stop the player.



https://www.youtube.com/watch?v=Ii-scMenaOQ&list=PLrnPJCHvNZuCVTz6lvhR81nnaf1a-b67U