CREDITS

The Background music was sourced from:

<https://www.youtube.com/watch?v=c8zS6yAxFn4>

The Button Click was sourced and edited in Premiere Pro’s Audio channel:

<https://www.youtube.com/watch?v=iCKspI_zyrQ>

The Coin Icon was sourced from:

<https://craftpix.net/freebies/free-pixel-art-icons-for-mine-location/>

The base UI elements were sourced and then edited in Photoshop as per need:

<https://www.gamedevmarket.net/asset/fantasy-wooden-gui-free/>

Zombie Sprites were sourced from:

<https://www.pngkey.com/detail/u2q8q8o0t4a9u2a9_zombie-pixel-zombie-sprite-sheet/>

Knight for lose Screen was sourced from:

<https://www.clipartkey.com/view/wRoRJw_sad-knight-on-a-horse/>

White flag for Lose Screen was sourced from:

<https://pngtree.com/freepng/empty-white-flag-developing-in-the-wind-mockup_5256430.html>

Crown PNG for win screen was sourced from:

<https://www.pinterest.com/pin/675610381577584785/>

Towers were sourced and then edited in Photoshop to make them bi-directional:

<https://www.hiclipart.com/free-transparent-background-png-clipart-xxgbx>

The Tileset for the map was sourced then the map was made using Tiled (open source software for tile-mapping). Tiles were edited in Photoshop as per need:

<https://opengameart.org/content/lpc-tile-atlas>

Pixel Art background for front screen:

<https://www.behance.net/gallery/65290819/Pixel-Art-Backgrounds-Tutorial-Skip>

Front screen zombies:

<https://www.pinterest.com/pin/39688040445391638/>

Castle Interior (Photoshopped in front screen):

<https://wildcountryfinearts.com/castle-interior/>