

OCKward Scuba Shooter Credits

Seaweed/Kelp: Open Game Art <https://opengameart.org/content/seaweed-2>

Diver: Open Game Art <https://opengameart.org/content/scuba-diver>

Anemone Enemies: Open Game Art <https://opengameart.org/content/octopus>

Air Bubble: Open Game Art <https://opengameart.org/content/transparent-bubble>

Bubble Background: <http://www.bianoti.com/underwater-cartoon-bubbles.html>

Treasure Chest:

https://www.clipartmax.com/middle/m2i8K9b1i8i8i8A0_treasure-chest-free-to-use-cliparts-treasure-chest-clip-art/

Bullet: <https://www.pngaaa.com/detail/2565006>

Ammo Clip: <https://flyclipart.com/ammo-box-png-png-image-ammo-png-501305#>

Health Bar: <https://github.com/Brackeys/Health-Bar>

SOUNDS

Shoot an enemy: ogsoundfx.com Free Pack - Bloody_punch.wav

Chest Opening: <https://freesound.org/people/HowardV/sounds/393800/>

Reload sound:

<https://www.fesliyanstudios.com/royalty-free-sound-effects-download/gun-reloading-302>

Diver hit by enemy: <https://mixkit.co/free-sound-effects/game/> (Boxer getting hit)

Player firing sound, enemy firing sound, and bubble pop: sound library provided by Prof. Ian Horswill during fall quarter's CS 376