**ART**

Ravenmore UI Pack from OpenGameArt:

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If you use these resources and manage to get your game published, please include a link to my portfolio (http://dycha.net) somewhere visible. Other than that you're free to do whatever you like :)

<https://opengameart.org/content/fantasy-ui-elements-by-ravenmore>

Rarity Stone image: By Freepik:

<http://www.freepik.com/free-vector/metal-easter-eggs-set_723436.htm#term=oval&page=1&position=28>

Artifacts (the images used for spells):

<http://opengameart.org/content/gods-and-idols-artifact-images>

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You must include a link to www.GodsAndIdols.com in your attribution of this asset

Lightning Dark Background

<http://shortformvideo.co.uk/product/marble-texture/>

Tribal Skull for Cards:

<https://thetomatos.com/free-clipart-11843/>

Frame for Avatar

<http://www.rgbstock.com/bigphoto/n2Htchc/Gothic+Window+Gold>

Hero Power Frame Designed by freepik:

<http://www.freepik.com/index.php?goto=74&idfoto=722097&term=round%20gold>

Target Vector: Designed by freepik:

<http://www.freepik.com/free-icon/peephole_721495.htm#term=target&page=1&position=8>

CardTexture: Designed by freepik:

<http://www.freepik.com/free-vector/scratched-stone-texture_765576.htm>

(original image):

<http://lisslissliss.deviantart.com/art/Paper-Texture-3-315714692>

by LissLissLiss on Deviantart: <http://lisslissliss.deviantart.com>

Ribbons:

<http://downloadpsd.com/graphics/colorful-label-ribbon-banners-set-psd>

Ropes: Designed by freepik:

<http://www.freepik.com/free-vector/nautical-rope-collection_838624.htm#term=rope&page=1&position=0>

<http://www.freepik.com/free-vector/ropes-in-spiral-forms_714054.htm#term=rope&page=1&position=3>

Sparkle:

<http://opengameart.org/content/sparkles>

Oval Frames: Designed by freepik

<http://www.freepik.com/index.php?goto=41&idd=369374&url=aHR0cDovL3d3dy5zeGMuaHUvcGhvdG8vMTExMjMxNA>==

<http://www.freepik.com/index.php?goto=41&idd=571431&url=aHR0cDovL3d3dy5zeGMuaHUvcGhvdG8vNDc2MTMw>

<http://www.freepik.com/free-photo/oval-frame-for-mirror-or-image-3_369374.htm>

**Creature art on OpengameArt:**

<http://opengameart.org/content/assorted-creatures>

<http://opengameart.org/content/the-angler-man>

<http://opengameart.org/content/forest-monster>

<http://opengameart.org/content/ice-demon-2d-ancientbeastcom-creature>

**Attribution Instructions:**

Credit/link the following: Ancient Beast (game project) http://www.AncientBeast.com Katarzyna Zalecka (artwork) http://kasia88.deviantart.com

<http://opengameart.org/content/swampler-2d-ancientbeastcom-creature>

<http://opengameart.org/content/vulcan-2d-ancientbeastcom-creature>

<http://opengameart.org/content/young-knight-portrait>

<http://opengameart.org/content/necromancer>

<http://opengameart.org/content/magma-spawn>

**Attribution Instructions:**

Credit/link the following: Ancient Beast (game project) http://www.AncientBeast.com; Katarzyna Zalecka (concept) http://kasia88.deviantart.com; Gabriel Verdon (artwork) http://www.gabrielverdon.com

<http://opengameart.org/content/blue-knight-templar>

<http://opengameart.org/content/dark-alchemyst>

<http://opengameart.org/content/digital-drawing-images-1>

<http://opengameart.org/content/golden-wyrm>

**Buttons:** <http://opengameart.org/content/flare-buttons>

Blood Stains and flashes: All Designed by Freepik:

<http://www.freepik.com/free-vector/ink-splashes_788345.htm#term=splash&page=1&position=0>

<http://www.freepik.com/free-vector/colored-paint-splashes_793995.htm#term=stain&page=1&position=10>

<http://www.freepik.com/free-vector/red-blood-drop_724209.htm#term=blood&page=1&position=2>

<http://www.freepik.com/free-vector/blood-stains-set_724215.htm#term=blood&page=1&position=22>

**CODE**

Circular Outlines by N-Yoda:

<https://github.com/n-yoda/unity-vertex-effects>

DOTween tweening engine:

<http://dotween.demigiant.com>

Easing Functions Reference:

<http://easings.net/en>

Hearthstone Clone Links:

<http://forum.ragezone.com/f857/unity-3d-hearthstone-clone-1034061/>

<https://github.com/GitHtub/Hearthstone>

<https://github.com/exmex/HS_Multilang>

Stream recording about a Pixel Art Hearthstone Clone Game: (in French)

<https://www.youtube.com/playlist?list=PLBZbGxG3aFQoEItKaCJPbWbBvlCVkU4S_>

Herthstone Analyzer (on GitHub):

<https://github.com/kwluo90/HearthAnalyzer>

Curved Text:

<https://www.youtube.com/watch?v=NPylGGZdGPc&hd=1>

<https://github.com/PushyPixels/BreakfastWithUnity/tree/master/Assets/69CurvedText>

**ARTICLES**

Article about Hearthstone development process (highly recommended if you like Hearthstone):

<http://hearthstone.gamepedia.com/Design_and_development_of_Hearthstone>