

Assets:

1. Player Sprites: <https://totuslotus.itch.io/characterpack>
2. Kode Mono Font: <https://fonts.google.com/specimen/Kode+Mono/about?subset=latin~o.script=Cyrl>
3. Pixel art for the buildings made by Rosi Tiles for tile map: <https://opengameart.org/content/slates-32x32px-orthogonal-tileset-by-ivan-voiro>

Libraries:

1. libgdx Ashley: <https://github.com/libgdx/ashley>
2. libgdx Freetype <https://libgdx.com/wiki/extensions/gdx-freetype>
3. Libgdx Tiled <https://libgdx.com/wiki/graphics/2d/tile-maps>