Three 15-year-old Polish students were involved in creating this game app: programmer, graphic maker: Jordan Parviainen; graphic maker, tester: Jan Łuczak; tester: Kamil Warda. The app was created Unity (unity3d.com) with C#, MSPaint and Paint.NET. The whole development process lasted about 2,5 months(not counting breaks). This is our first such a project, we are going to still develop and improve it and we know it’s far away from being perfect. If you want to give us some advice, give a suggestion for something to improve/add to this app or know about us or development process something more, just write an email to: [jordus100@gmail.com](mailto:jordus100@gmail.com) . If you like our game, you can rate it: <http://play.google.com/store/apps/details?id=com.JordanParviainen.SkyStars> , we will appreciate that. You can also tell some people about this app, we will be very thankful. Thank you really much for reading this to the end and keep enjoying our game!

Attributions:

Hand sprite in first-run tutorial - Font Awesome by Dave Gandy - https://fortawesome.github.com/Font-Awesome

‘Sky Stars’ text in the main menu font - Streetwear font - Designed by Artimasa (<http://www.artimasa.com>)

Background music – ‘Relaxing Ukulele – 03 Time Gap; author - Monplaisir; downloaded from freemusicarchive.org: http://freemusicarchive.org/music/Monplaisir/Relaxing\_Ukulele/Monplaisir\_-\_Relaxing\_Ukulele\_-\_03\_Time\_Gap/

Main menu UI sprites – author: yurakr - <https://www.gamedevmarket.net/member/yurakr/> ; downloaded from gamedevmarket.net