"Footsteps, Stones, A.wav" by InspectorJ ([www.jshaw.co.uk](http://www.jshaw.co.uk/)) of [Freesound.org](http://freesound.org/) :

<https://freesound.org/people/InspectorJ/sounds/345560/>

\*\*I isolated a single step, used it for running/walking loop sound

"Something Evil Approaches, A.wav" by InspectorJ ([www.jshaw.co.uk](http://www.jshaw.co.uk/)) of [Freesound.org](http://freesound.org/) :

<https://freesound.org/people/InspectorJ/sounds/413315/>

\*\*Used in menus

“Heavy Breathing.wav” by Under7dude :

<https://freesound.org/people/Under7dude/sounds/163383/>

\*\*I did some changes to make the sample loop-able

Bird Up Sound Effects by TerminalMontage and/or Eric Andre Show

\*\*Used for Bird sound effects

“Click, Impact Organic UI Down.wav” by ryusa :

<https://freesound.org/people/ryusa/sounds/467578/>  
\*\*Used for UI sounds

“Hands Model” by Bobeer01 :

<https://www.turbosquid.com/FullPreview/Index.cfm/ID/1230153>

\*\*I did all of the animations for the hands model

“Red Paint Brush Strokes” :

<https://www.onlygfx.com/59-red-paint-brush-stroke-png-transparent/>

\*\*Used for stamina bar

October Crow Font :

[https://www.dafont.com/october-crow.font?l[]=10&l[]=1](https://www.dafont.com/october-crow.font?l%5b%5d=10&l%5b%5d=1)

\*\*All in-game text uses this font