

For Slime and character-style micro-transactions:

<https://assetstore.unity.com/packages/2d/characters/cute-slimes-animated-pixel-art-241052>

Attributions: Credit to Tchongas; tchongas.com/; tchongasdev@gmail.com

For UI:

<https://assetstore.unity.com/packages/2d/gui/icons/2d-simple-ui-pack-218050>

Attributions: Credit to OArielsG; oarielg.wordpress.com/ ; o.arielg@gmail.com; twitter @oarielg

For tokens/jewels graphics:

<https://assetstore.unity.com/packages/2d/characters/pixel-art-jewelry-collection-171191>

Attributions: Credit to Blue Rain Asset Store ; cameronatwork67.wixsite.com/portfolio; cameronatwork67@gmail.com

Slime can use 1 apple for an obtainable health item

<https://assetstore.unity.com/packages/2d/rpg-fantasy-items-193591>

Attributions: Credit to Lifty ; www.artstation.com/lifty ; mrsalty123321@gmail.com

For Levels and enemies:

Level 1

<https://assetstore.unity.com/packages/2d/environments/stomper-platform-assets-195244>

Attributions: Credit to Ansimuz ; ansimuz.com ; <https://linktr.ee/ansimuz>

Level 2

<https://assetstore.unity.com/packages/2d/textures-materials/nature/magic-cliffs-pixel-art-environment-60458>

Attributions: Credit to Ansimuz ; ansimuz.com ; <https://linktr.ee/ansimuz>

Level 3

<https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>

Attributions: Credit to Ansimuz ; ansimuz.com ; <https://linktr.ee/ansimuz>

Level 4

<https://assetstore.unity.com/packages/2d/textures-materials/tiles/pixel-2d-castle-tileset-135397>

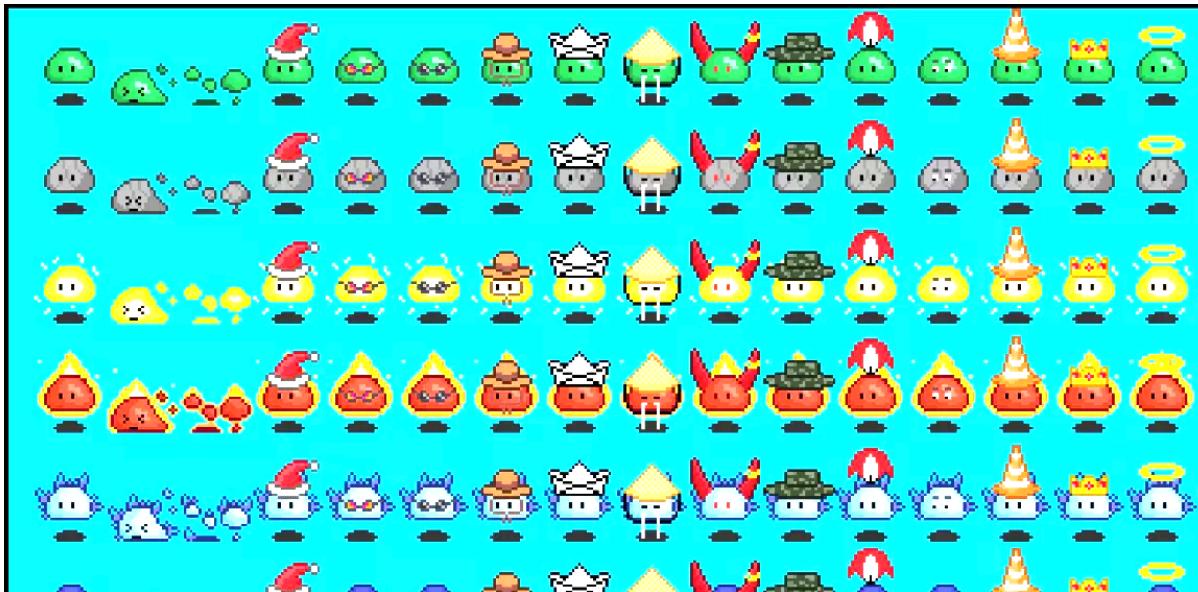
Attributions: Credit to Szadi Art. ; www.artstation.com/szadiart ; szadiart@protonmail.com

Level 5

<https://assetstore.unity.com/packages/2d/environments/free-pixel-art-kit-211149>

Attributions: Credit to PolyMeshWorld ; www.artstation.com/coldfire1500 ; luisjoia.info@gmail.com

Customizable character ideas:



<https://assetstore.unity.com/packages/2d/characters/cute-slimes-animated-pixel-art-241052>

Attributions: Credit to Tchongas; tchongas.com/; tchongasdev@gmail.com

Chests:

<https://assetstore.unity.com/packages/2d/environments/the-platformer-sprite-bundle-181078>



Attributions: Credit to Aekiro ; aekiro.artstation.com/ ; aekiro.studio@gmail.com

Game Store buy tokens in bundles, graphics to be used(used for microtransactions images/token
bundles):<https://assetstore.unity.com/packages/2d/gui/icons/coins-crystals-diamonds-vector-icons-for-iap-163473>

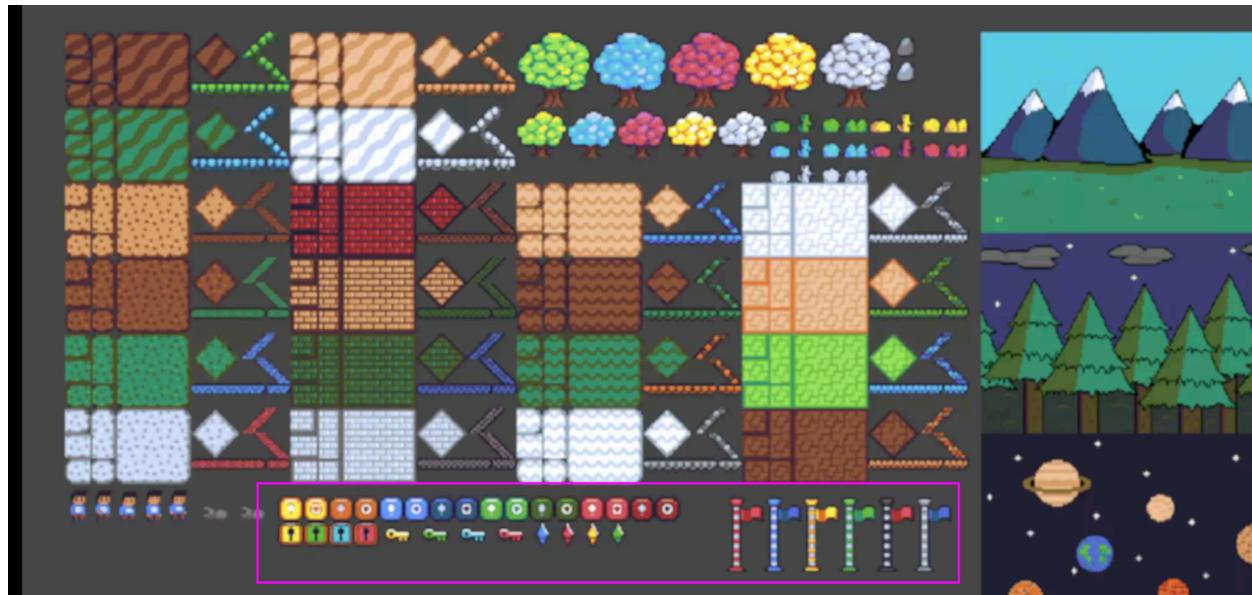
Attributions: Credit to Pirate Parrot ; www.pirateparrot.net ; pirate.parrot.software@gmail.com

Store UI: <https://assetstore.unity.com/packages/tools/integration/store-system-159698>

Attributions: Credit to PuszkaRek ; puszkarek1392.wixsite.com/puszkaRek ; guipuszkarek@gmail.com

Players can jump up and hit blocks like Mario for a chance to release tokens. These graphics can be used for Checkpoint flags and Blocks to hit with slime (like Mario) to collect tokens/keys/in-game items (health) like Mario:

<https://assetstore.unity.com/packages/2d/environments/pixel-platformer-art-pack-16549>
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Attributions: Credit to HyperBrid ; hyperbrid.artstation.com/ ;
luqman.azeem100cs50@gmail.com

Health items: <https://assetstore.unity.com/packages/2d/rpg-fantasy-items-193591>

Attributions: Credit to Lifty ; www.artstation.com/lifty ; mrsalty123321@gmail.com

Shield item: <https://assetstore.unity.com/packages/2d/rpg-fantasy-items-193591>

Attributions: Credit to Lifty ; www.artstation.com/lifty ; mrsalty123321@gmail.com



Marked with yellow circles. The red apple is for health. The blue shield is for the shield. These items are not worn. But when picked up by the character, the character will obtain the benefit(affect). The shield is temporary for 5 seconds with no damage. Apple is for 1 instant health(red apple) regain (or 1 red apple added). If the player already has 3 red apples, the health is voided.

Enemies

These characters can be used as enemies in the game:

Enemies with blue circles will be flying enemies, the ones without blue circles will run or hop on the ground

<https://assetstore.unity.com/packages/2d/characters/gothicvania-swamp-152865>

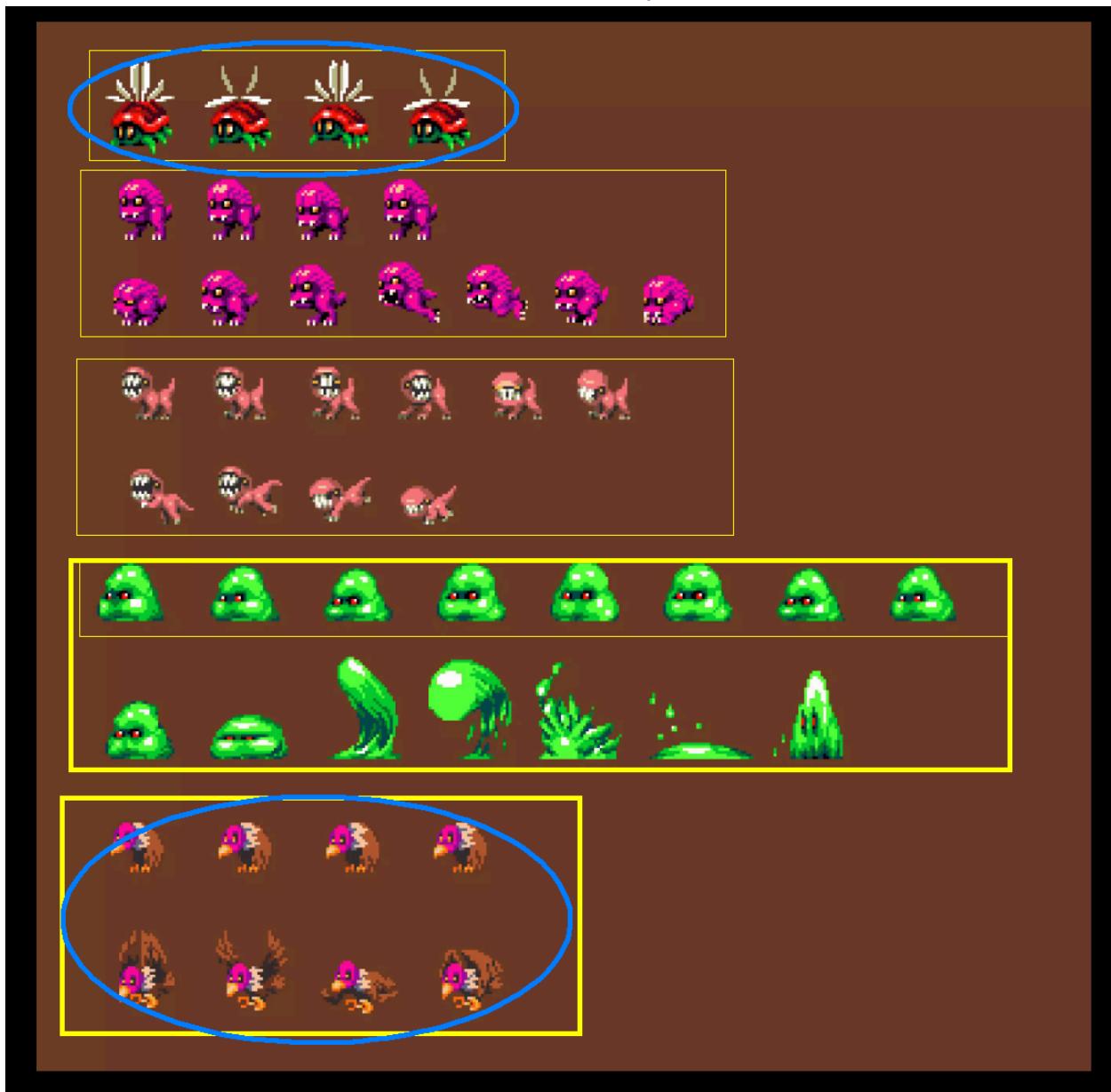
Attributions: Credit to Ansimuz ; ansimuz.com ; <https://linktr.ee/ansimuz>

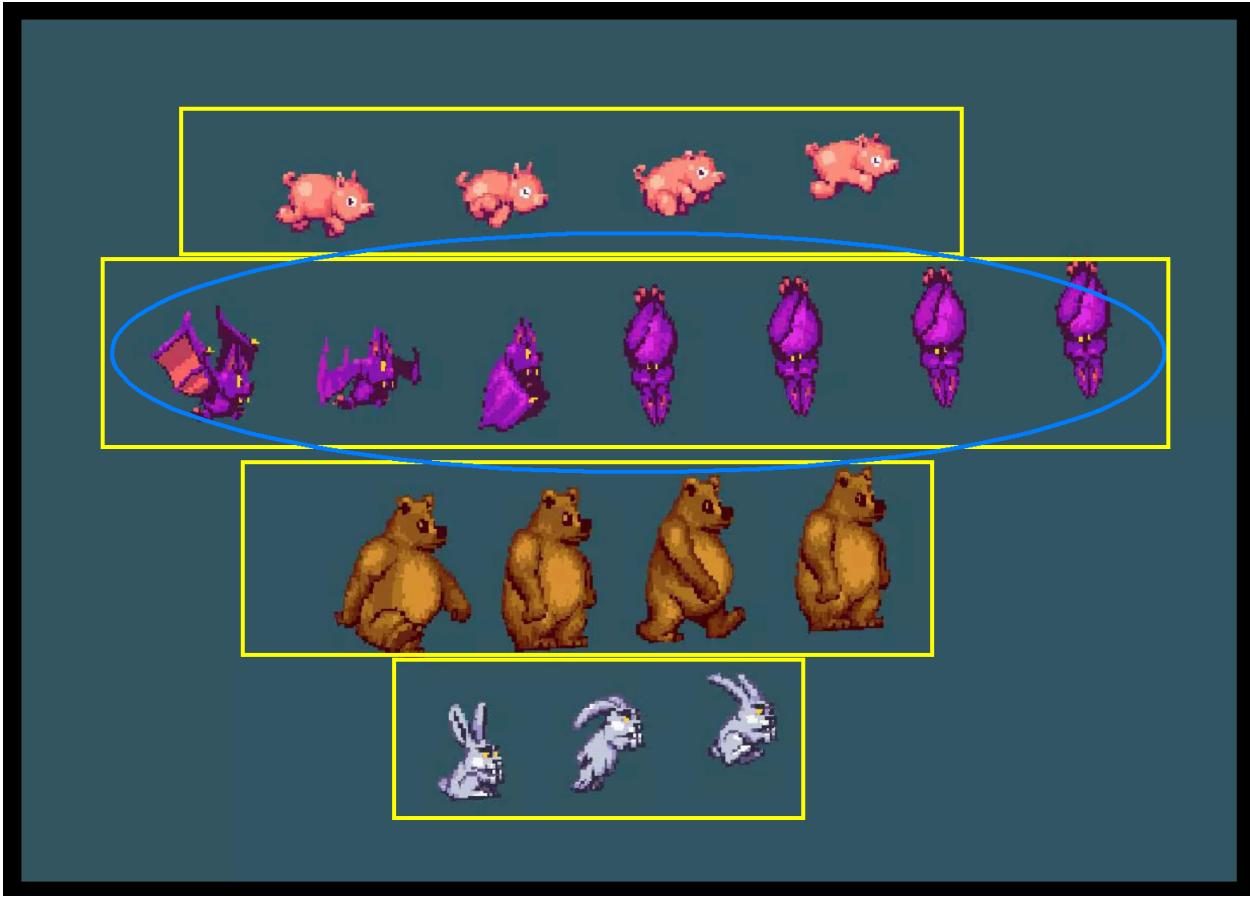
<https://assetstore.unity.com/packages/2d/environments/stomper-platform-assets-195244>

Attributions: Credit to Ansimuz ; ansimuz.com ; <https://linktr.ee/ansimuz>

<https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>

Attributions: Credit to Ansimuz ; ansimuz.com ; <https://linktr.ee/ansimuz>









Music/Sound:

Use royalty-free songs and sounds

In-game music:

<https://assetstore.unity.com/packages/audio/music/orchestral/free-game-music-collection-177094#content>

Adventure music within the lobby

Different Action/adventure music tracks for each level.

Attributions: Credit to The Indie Devs Nation; <soundcloud.com/t-i-d-n-music>; tidnmusic@gmail.com

With most of its content made during the production of our paid **Elite** and **Colossal** collections, the tracks here presented, although slightly shorter, benefit from the same blockbuster production as our paid offerings and allow indie gamedevs worldwide to freely use top quality sounding music in both commercial and non-commercial projects.

Players have the option to turn off and/or adjust in-game volume/sound/music in the settings

<https://icons8.com/music/genre--synthwave>

<https://icons8.com/music/search/retrowave-opener>

Attributions: Credit to whichever artist you pulled one of these music/sound/songs from; if you even did in the first place.

Satisfying feedback noises based on different Game UI interactions and achievements within the app. (Purchases, clicking on interfaces ((clicking, opening, interacting with) each with its own unique sound), activating boosts, opening chests, upgrading.

<https://assetstore.unity.com/packages/audio/sound-fx/free-ui-click-sound-pack-244644>

Attributions: Credit to [SwishSwoosh](#)