**Acknowledgments for GAME3023 Term Project**

**(Thole, Aug 17, 2020)**

<https://assetstore.unity.com/packages/2d/characters/bandits-pixel-art-104130>

Grabbed the asset that is used as the main player in the project

**(Cainos, Oct 15, 2024)**

<https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605>

Got a tilemap that is used in the game

**Pixabay.com**

Grabbed some of the music and sound effects used in the project

**Freesound.org**

Grabbed some of the music and sound effects used in the project

**Itch.IO**

Grabbed tilemaps and sprites which were used to make the environment, the UI.

**Youtube tutorials that I followed,**

<https://youtu.be/_1pz_ohupPs?si=P6t54ORBpATzP7e7>

used this video as a reference for the turn based combat system

<https://youtu.be/BHoqVb7psno?si=j3NpZpvyCPm9Mlvd>

used this as a reference for the health system

<https://youtu.be/IahWKsxXzx0?si=Y6qhdrSjJYsf5Hwn>

used this as a reference for making the lightning particle system

<https://youtu.be/CE9VOZivb3I?si=gdlQoLNiXLC5M1Rz>

used this as a reference for the fade screen between scenes

**Dafont.com**

Used this website for the font used in the project