



# Catch Me If You Can

*Game Design Document*

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Document Written by  
Sa Wang, [swang493@usc.edu](mailto:swang493@usc.edu)  
Wei Xie, [wxie3430@usc.edu](mailto:wxie3430@usc.edu)  
Linjun Ouyang, [linjunou@usc.edu](mailto:linjunou@usc.edu)  
Haixiang Liu, [haixiang@usc.edu](mailto:haixiang@usc.edu)  
Runnan Dong, [runnando@usc.edu](mailto:runnando@usc.edu)  
Zihao Wang, [zihaow@usc.edu](mailto:zihaow@usc.edu)  
Huatao Wen, [huataowe@usc.edu](mailto:huataowe@usc.edu)

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# Contents

## 1. Overview

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### Premise

Catch Me If You Can is a single player, 2D, stealth game. In this game, you play as an investigator, Frank, who was trapped in an abandoned dungeon. As an investigator, you need to explore different maps, collect keys and coins to unlock the gate, and face three different enemies: Dungeon Golem, dog and ghost; meanwhile, a mysterious NPC will provide hints and trade with you, to help you escape from the dungeon. If you like exciting adventure games, Catch Me If You Can is a perfect choice to you, and you will be amazed by our game design details.

### Inspirations

Our game's name takes inspiration from the movie: Catch Me If You Can. The movie describes a clever man called Frank who tries to escape from polices' arrest. In our game, just like Frank, the player also needs to escape from Dungeon Golem's hunt.

The "ghost" enemy takes inspiration from scp173. Scp173 is one kind of creature from scp foundation. It is animate and extremely hostile. The object cannot move while within a direct line of sight. Line of sight must not be broken at any time with SCP-173, or it will attack people by snapping the neck at the base of the skull, or by strangulation. In our game, the ghost is unbeatable, and only freezes when the player faces toward it.

We also take inspiration from games with similar gameplay and art style("Robbery Bob", "Wobble man", "Luigi's Mansion1&2&3").

### Gameplay Overview

The player controls an investigator to explore the dungeon. All the items are hidden in the pots or chests, and all pots and chests are scattered all over the dungeon. Usually, every pot

contains one normal item, every chest contains both normal items and mission items. The normal items can help player achieve buff, for example, increase health or speed; Mission items include key and coin, which are required to complete the mission; During the investigation, the player also needs to defend himself/herself from different enemies; These enemies have different habits and AI; Only taking different strategies to against enemies, player can survive.

## Goals

- The player has to find the key and coin by smash the chests, and use the key and coin to unlock the gate.
- The player has to use the item he/she found in the pot and chest, to help him defend the enemies' attack.
- The player can also trade with NPC in the dungeon. NPC also can provide players with some hints.
- The player has investigated three different dungeons.

## Engineering

Game Development	Tools
Platform	Windows/IOS/Android
Version Control	Github
Game Engine	Unity
Development IDE	Visual Studio
Documentation	Google Doc/Google Slide

## Key Features

- Auto map generate. You can investigate different maps in the game.
- Dynamic level. We provide you with different levels. No matter if you are a senior player or amateur, you can find fun in our game.
- Our game provides different items. These items are separated into two types: defensive item and attack item. Using items wisely can help you win the game.
- Trade systems are another key feature. You can trade with the npc in the game, achieve some mission items.

## Target Demographic

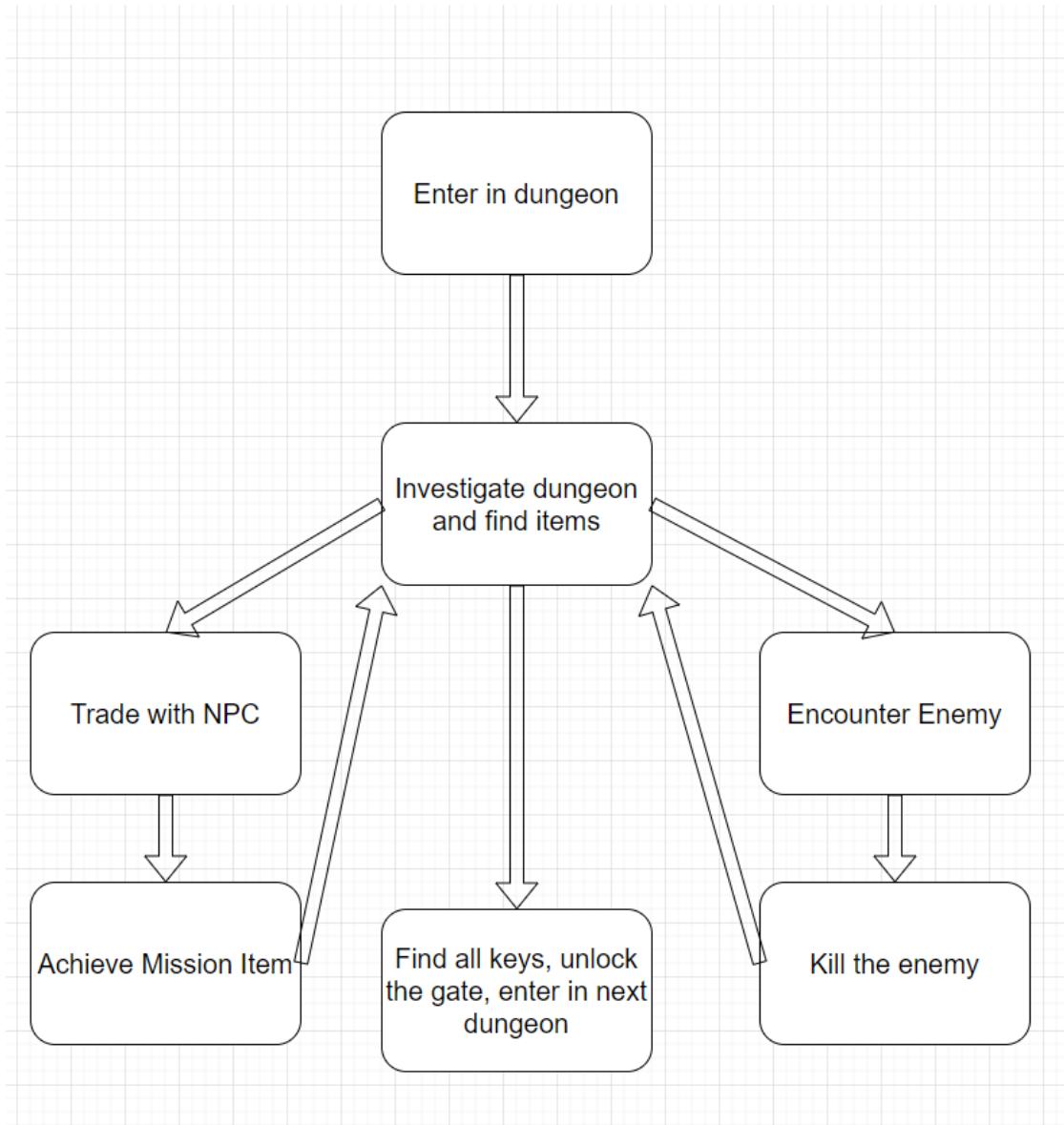
Our game's target audience are people who like 2D pixel art style and stealth games. We combine 2d art style with stealth, and achieve a balance between casual and challenge. Without blood and violence, players still can feel the heartbeat during chasing, and find funny from our game. The game is dynamic, the item system and trade system provide the player more choices when facing an enemy. You can hide yourself in the shadows, or fight back like a real hero.

## Similar games

Game	Description
<b>Wobble Man</b> 	Funny levels & unlimited puzzles that you can't imagine! Pass the levels one by one & get the coins more and more! Funny machine & whole new experiences that surprises you! Continuously improve your agent skills & getting closer to the secret truth!
<b>Luigi Mansion</b> 	Luigi's Mansion is an action-adventure video game developed and published by Nintendo for the GameCube.
<b>RobberyBob</b> 	Play as Bob, the hapless burglar intent on changing his ways. Unfortunately for Bob, however, he's going to be forced into a few final jobs before he's allowed out of the criminal life.

## 2. Game Play

### Game Loop

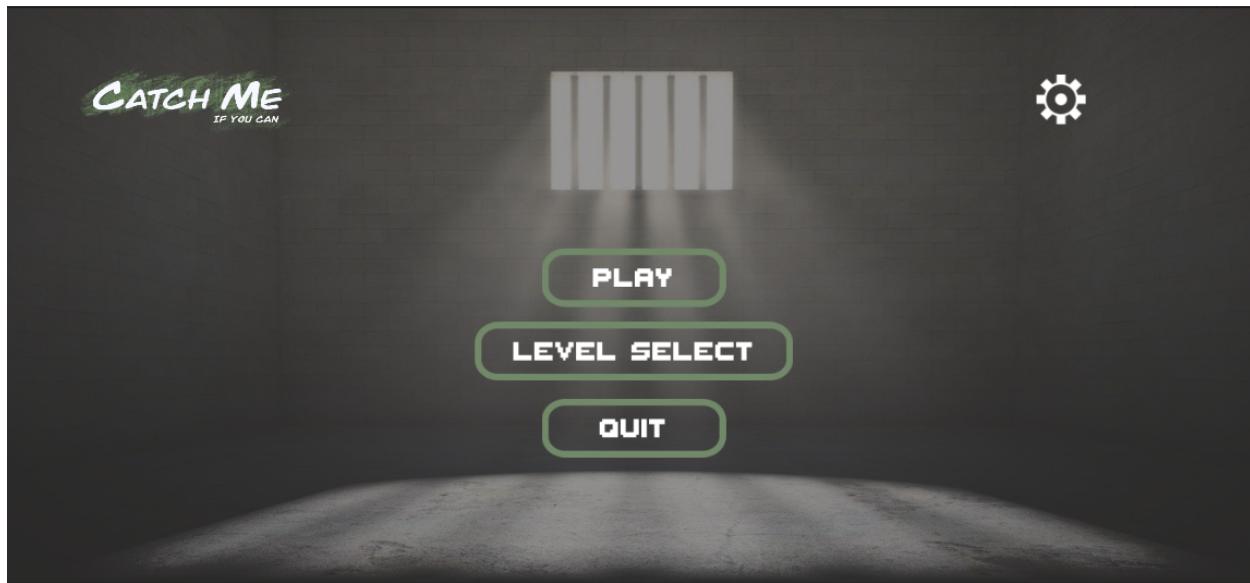


This is the game loop of our game. The goal of the game is that the player needs to collect all the key, or mission items, defend himself/herself from enemy attack, and unlock the gate. The

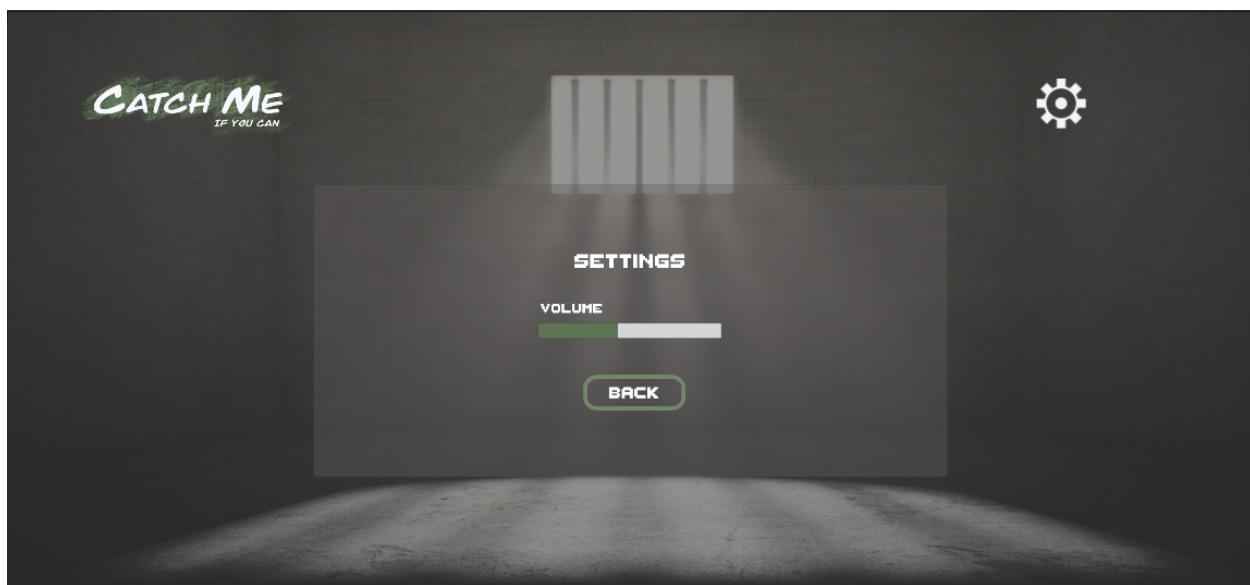
NPC will introduce the background of the dungeon; You can also talk with NPC to achieve a hint, or trade with him to get the critical mission item.

## Main Menu

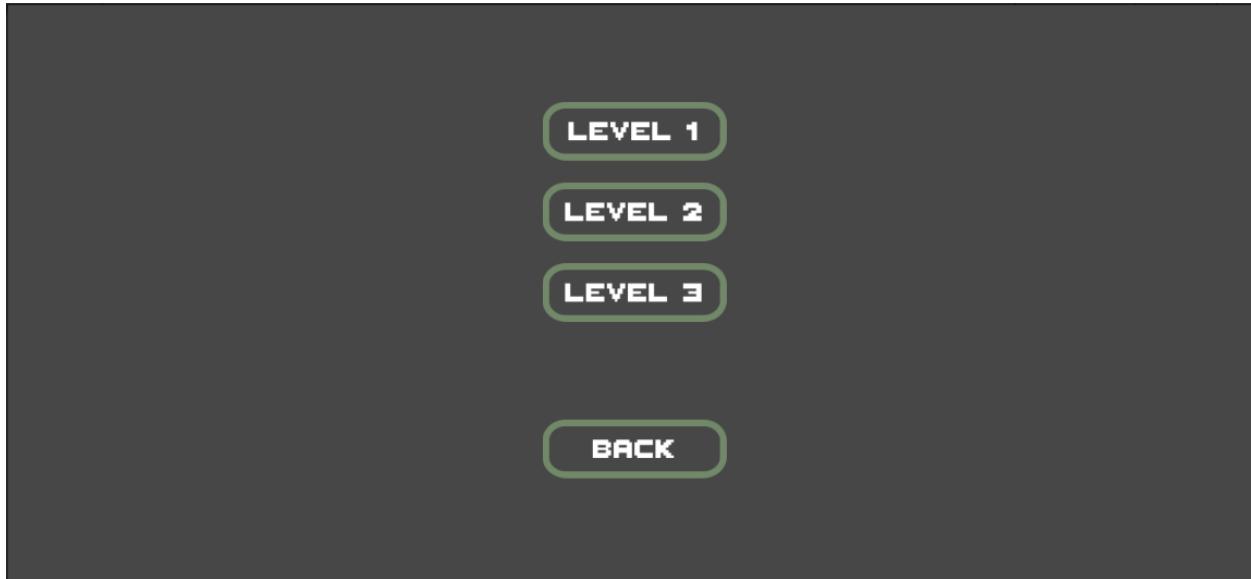
In main menu, there are three options: play, level select, and quit.



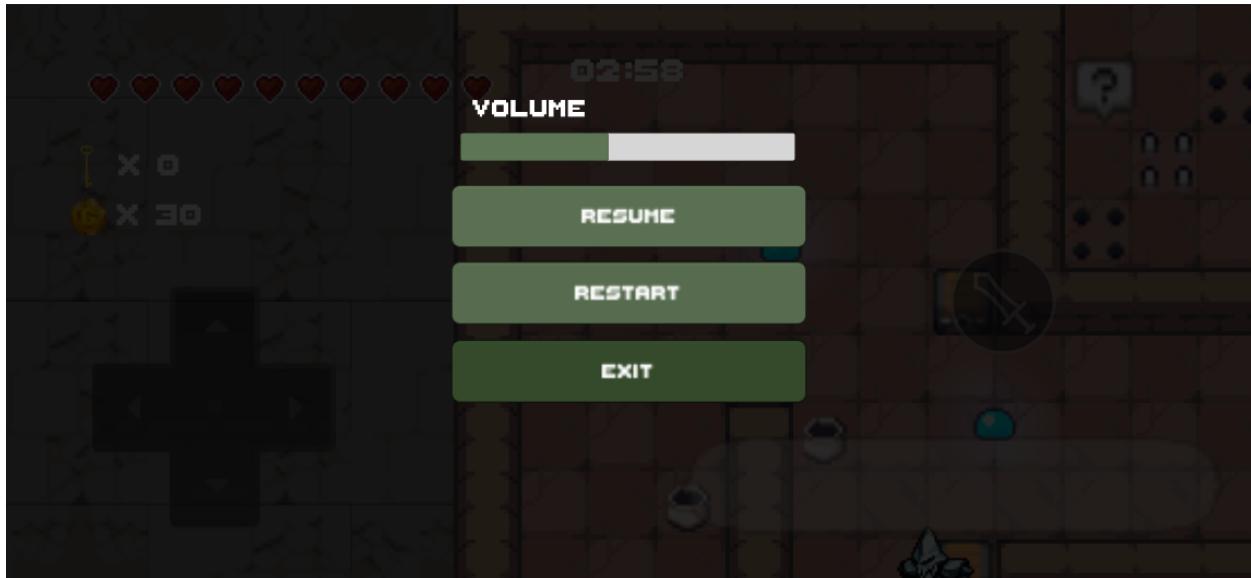
In setting menu, the player can change sound volume



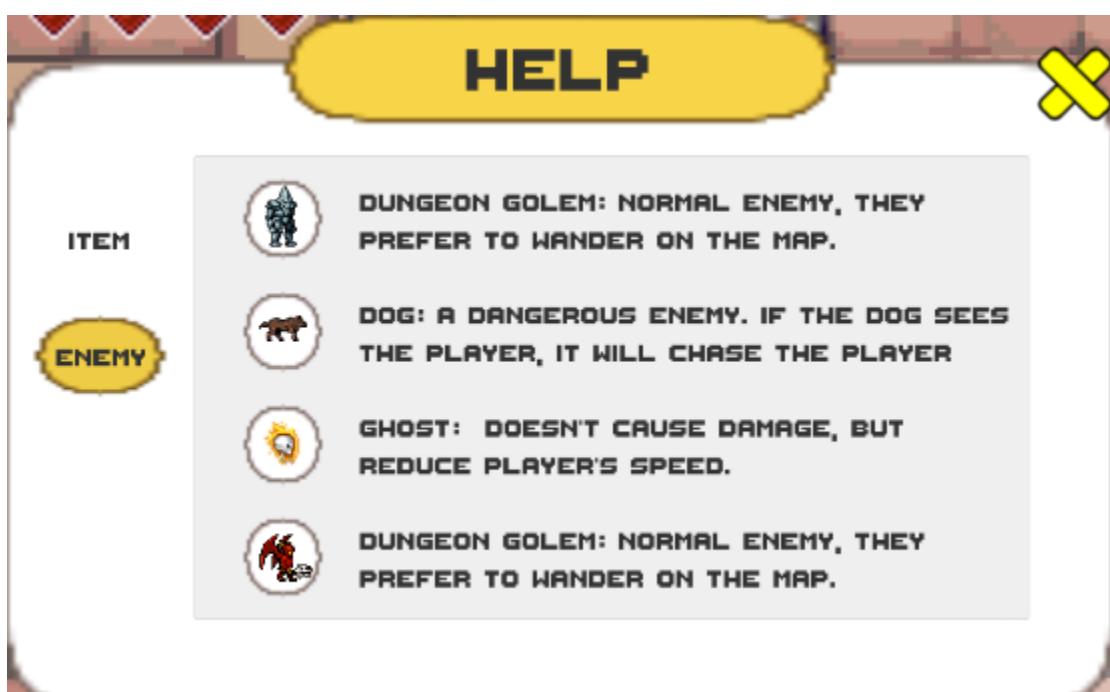
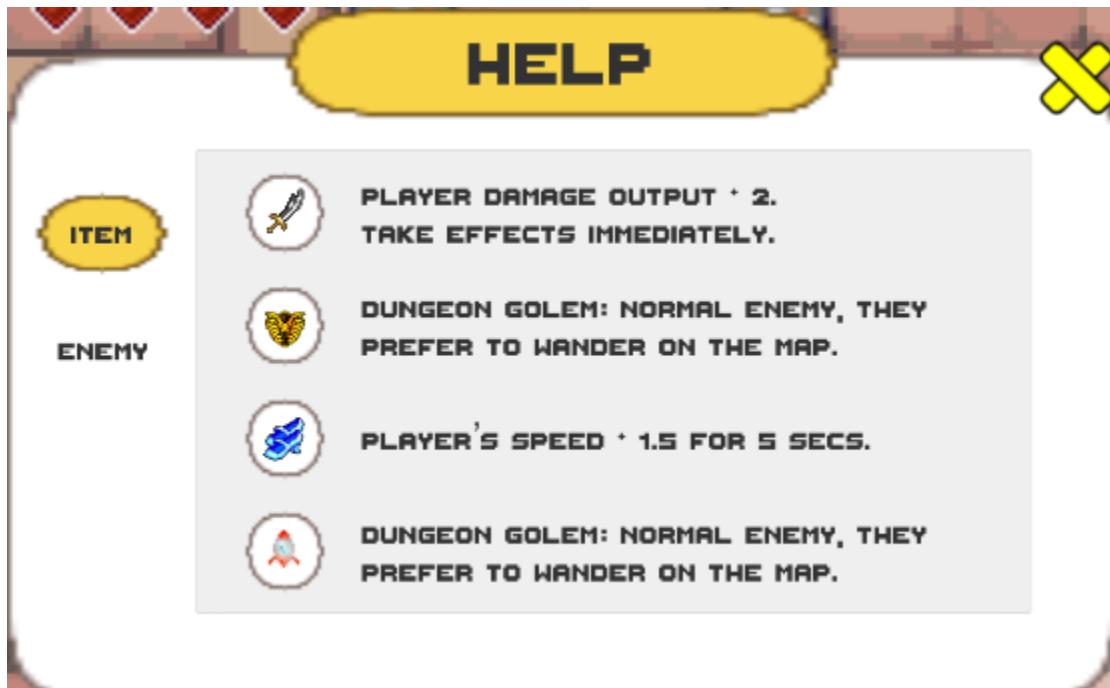
In the level select menu, the player can choose the level he/she wants to play. Only pass the previous level, the next level can be chosen.



During the game, you can pause the game, and change sound volume.



Click help button know will show a enemy menu and item menu



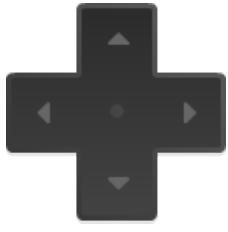
## Movement

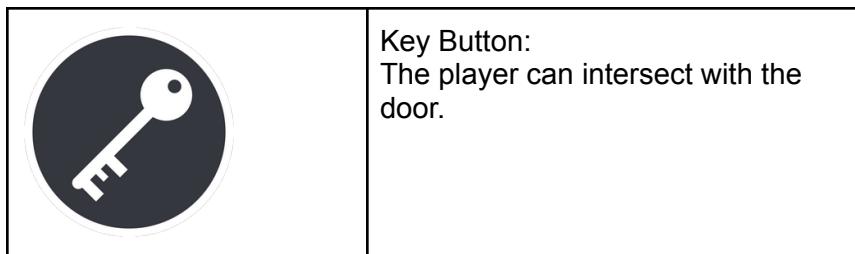
The game is a standard 2d third-person platformer's movement schema.

1. The camera direction is fixed, moves when the character moves.
2. The character can move up, down, left, and right, with a constant speed. Items in the game can help the character increase speed.
3. The character can attack enemies, by pressing the attack button.
4. The character can talk and trade with merchants, by pressing the talk button.
5. The character can interact with some trigger, by pressing the interact button.
6. The character can unlock the door, by pressing the key button.

## Control Scheme

We add some virtual buttons in the game, to make it compatible with mobile systems.

	Joystick: Control Player's movement
	Attack Button: The player can do basic attack or special attack
	Talk Button: The player can talk and trade with merchants.
	Intersect Button: The player can turn off spikes trap when he/she intersects with the trigger in game.



**Key Button:**  
The player can intersect with the door.

## Game Term Explanation

In our game, the player and enemies have some special abilities. The term listed below explain these special abilities

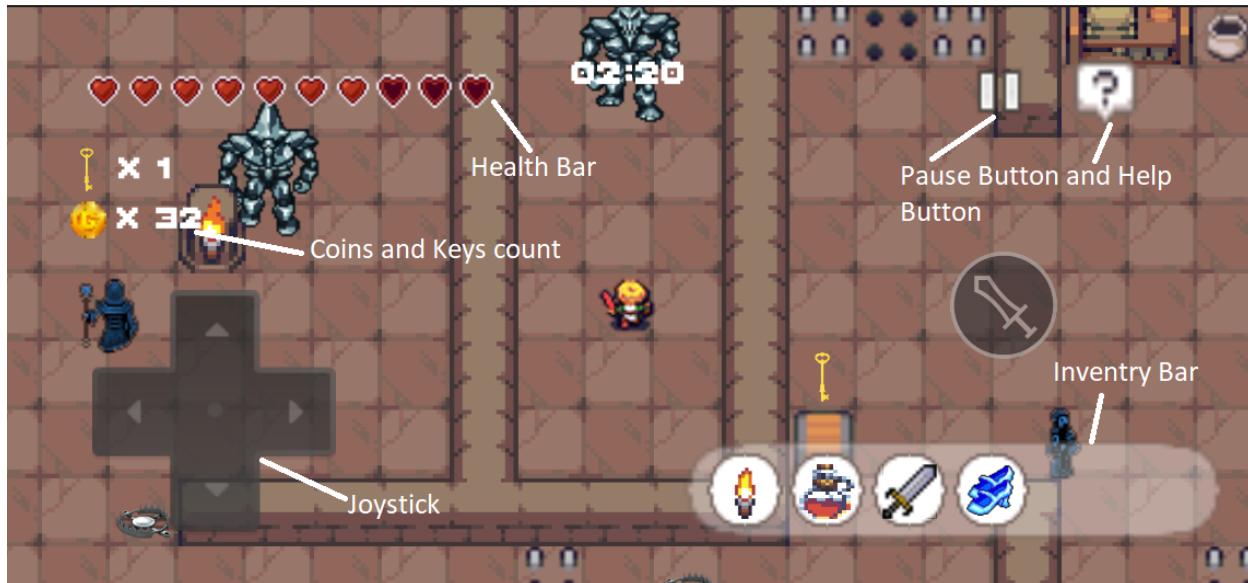
Term	Describe
Chaser	Enemy type. When the chaser finds the player, it will chase the player until it is killed or the player dead.
Tank	Enemy type. Compared with other enemies, tanks have a high life. Killing a tank always costs the player much more time.
Shooter	Enemy type. Shooters can do a long range attack.
Debuff Maker	Enemy type. They can cause debuff attacks, including blind, fire burn, and frozen.
Brute	Special Attack. The enemy which has the "Brute" attribute can cause a strong knock back when attacking the player. The player's basic attack can cause "brute" to the enemy.
Blind	Special Attack. The enemy which has the "Blind" attribute can decrease environment light when attacking the player.
Frozen	Special Attack. The enemy which has the "Frozen" attribute can freeze the player.
Fire Burn	Special Attack. The enemy which has the "Frozen" attribute can cause fire damage to the player.

## Player

In our game, you need to control Frank to investigate the dungeon, fight the enemy, collect keys and unlock the gate. The table listed below show Frank's attribute:

Name	Picture	Life	Speed	Attack Damage	Special Attack	Basic item
Frank		20	Normal	1 with basic sword 2 with long sword 3~5 with special weapon	Brute	Basic Sword *1 Coins * 30

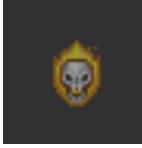
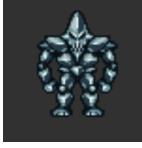
In our game, you need to control Frank to investigate the dungeon, fight the enemy, collect keys and unlock the gate. The table listed below show Frank's attribute:

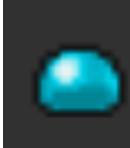
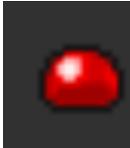


1. Health Bar: Each heart represents 2 lives. When hit 0, game over.
2. Coins and Keys count: tell me how many coins and keys you have.
3. Joystick: Control Frank's movement
4. Pause Button and Help Button: Click pause can stop the game; click help can get enemies' and items' details.
5. Inventory bar: Frank can check what items he have.

## Enemy

In our game, there are nine different enemies. They have different attack ways, different AI, and different attributes. The player needs to take different strategies against them. The table listed below describe details of each enemies:

Enemy	Picture	Type	Life	Speed	Attack Damage	Special Attack	Threat level	Appear
Frenzy Hound		Dog/ Chaser	1	Fast	1	None	Danger	Level1
Revenge Spirit		Ghost/ Chaser/ Debuff Maker	1 or invincible	Slow	0	Blind	Annoying	Level2 Level3
Dungeon Golem		Monster/ Tank	10	Normal	2	Brute	Safe	Level1 Level2 Level3
Red Devil		Monster/ Tank	10	Normal	2	Brute	Safe	Level3
Greed		Mage/ Shooter	4	Normal	1	None	Safe	Level1 Level3
Wrath		Mage/ Shooter/ Debuff Maker	4	Normal	Fire: 1 Magic: Ball: 1	Fire Burn	Danger	Level1 Level3
Envy		Mage/ Shooter/ Debuff Maker	4	Normal	Ice: 0 Magic: Ball: 1	Frozen	Danger	Level2 Level3

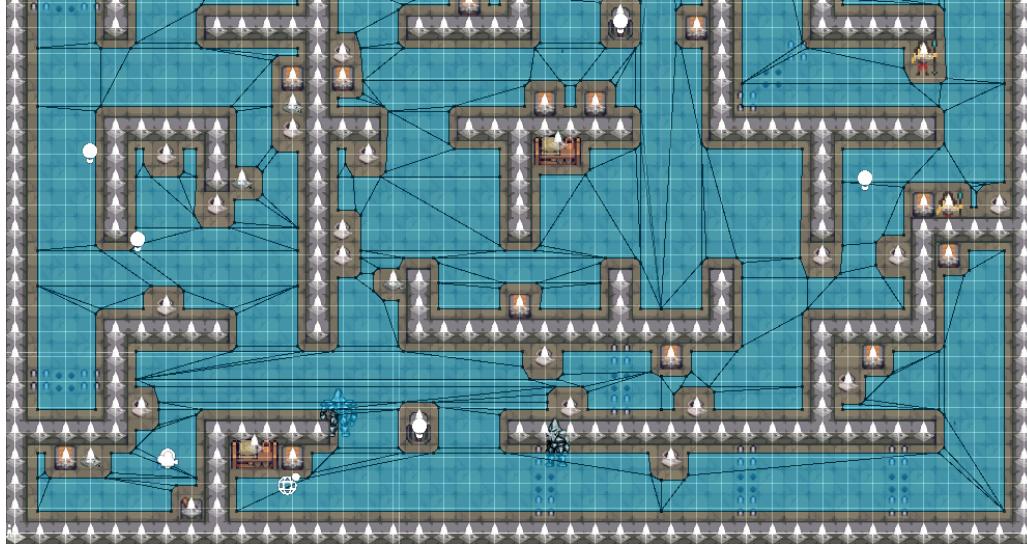
Ice Slime		Slime/ Debuff Maker	1	Slow	1	Frozen	Annoyin g	Level2 Level3
Lava Slime		Slime/ Debuff Maker	1	Slow	Between 1 to 8	Fire Burn	Danger	Level1 Level3

## Enemy AI

We use Unity's NavMesh system to implement enemies' basic pathfinding logic and chasing player logic. The enemy can track the player automatically to make enemy looks smart and bring fun to the player. We do NavMesh Baking first, define obstacle layers where the enemy cannot pass through, then we draw a grid map where each grid is available for path finding algorithm.



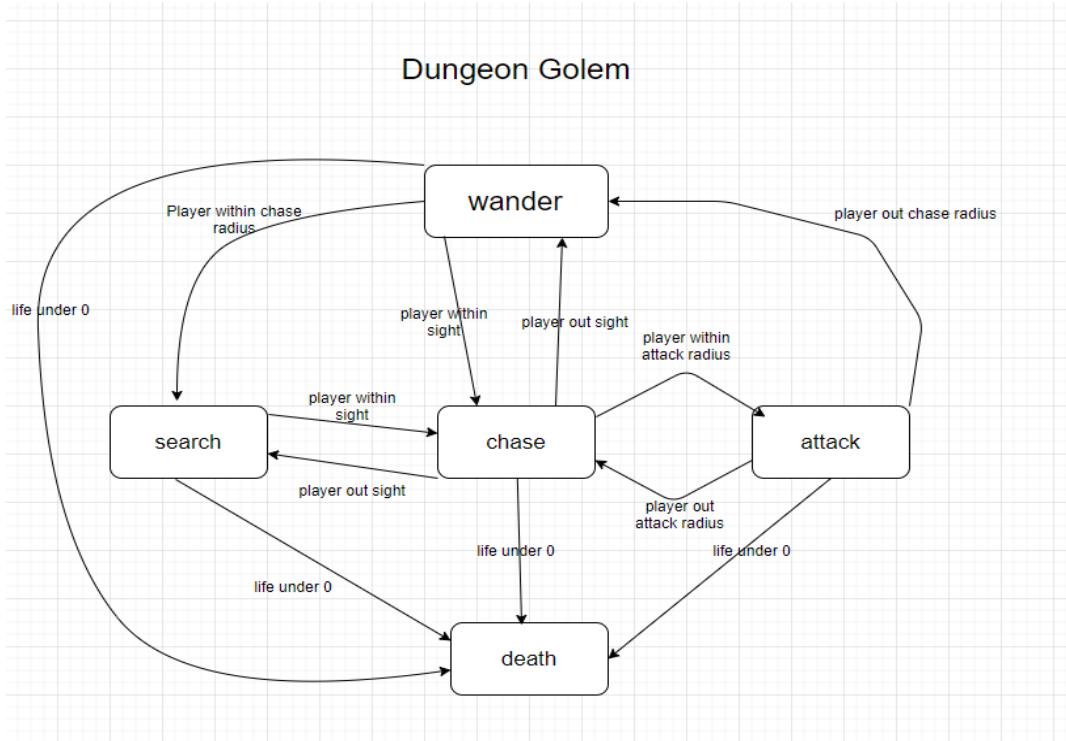
- Objects within green square or circle are obstacle layer which enemy can not pass



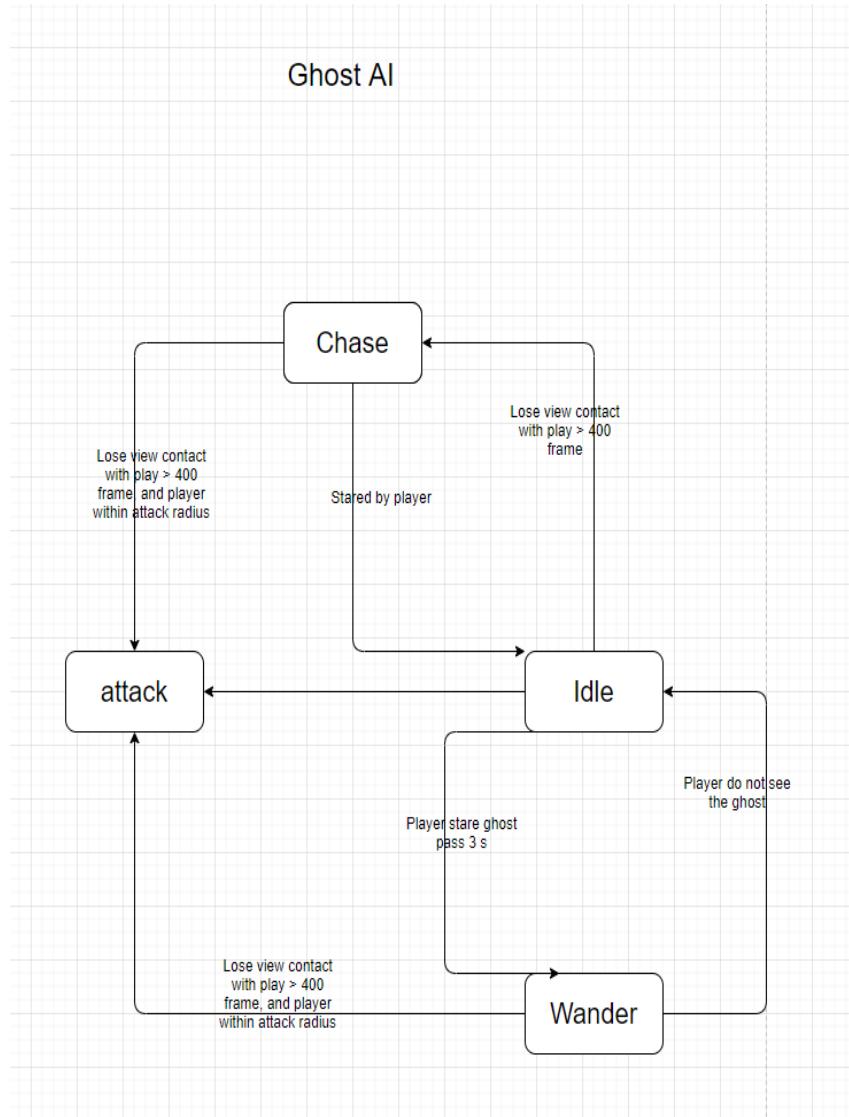
- Blue area means the enemy can walk in it. Those lines within the blue area are paths.  
Enemy can follow these path to find the player

In our game, there are three different Enemy AI. First is “Golem AI”. The enemy use “golem AI” are listed below:

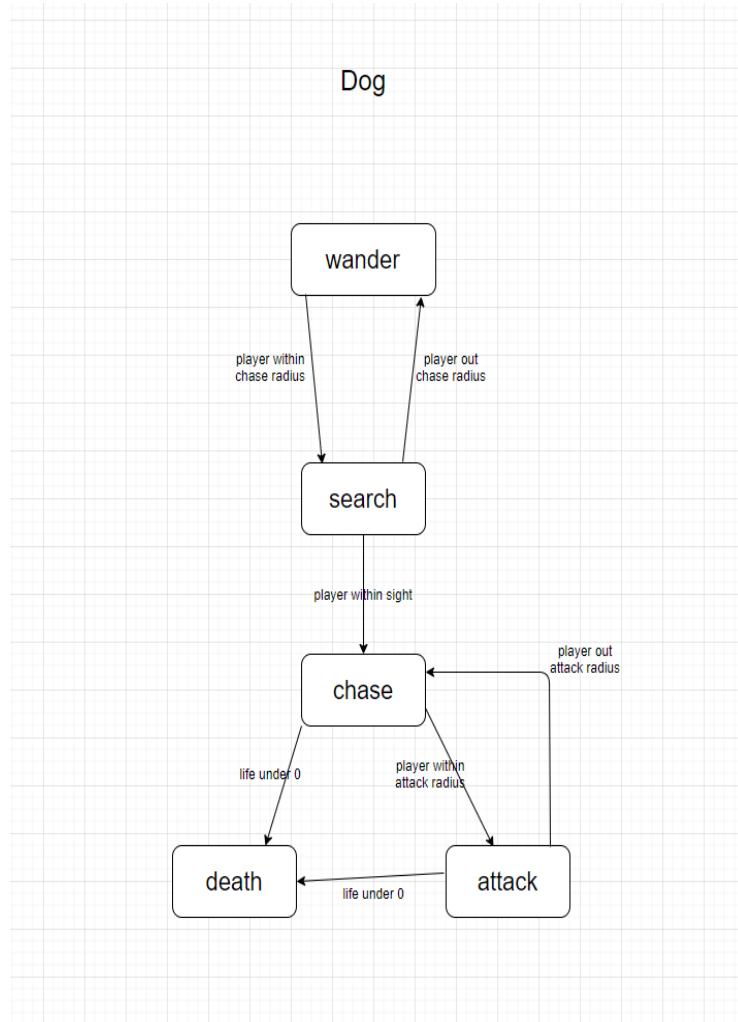
Dungeon Golem, Red Devil, Greed, Wrath, Envy, Ice Slime, Lava Slime



Next, is Ghost AI. Revenge Sprite use “Ghost AI”:



The last one is “Dog AI”. The only difference between Dog AI and Ghost AI is that ghosts know the player’s position at the beginning of the game:



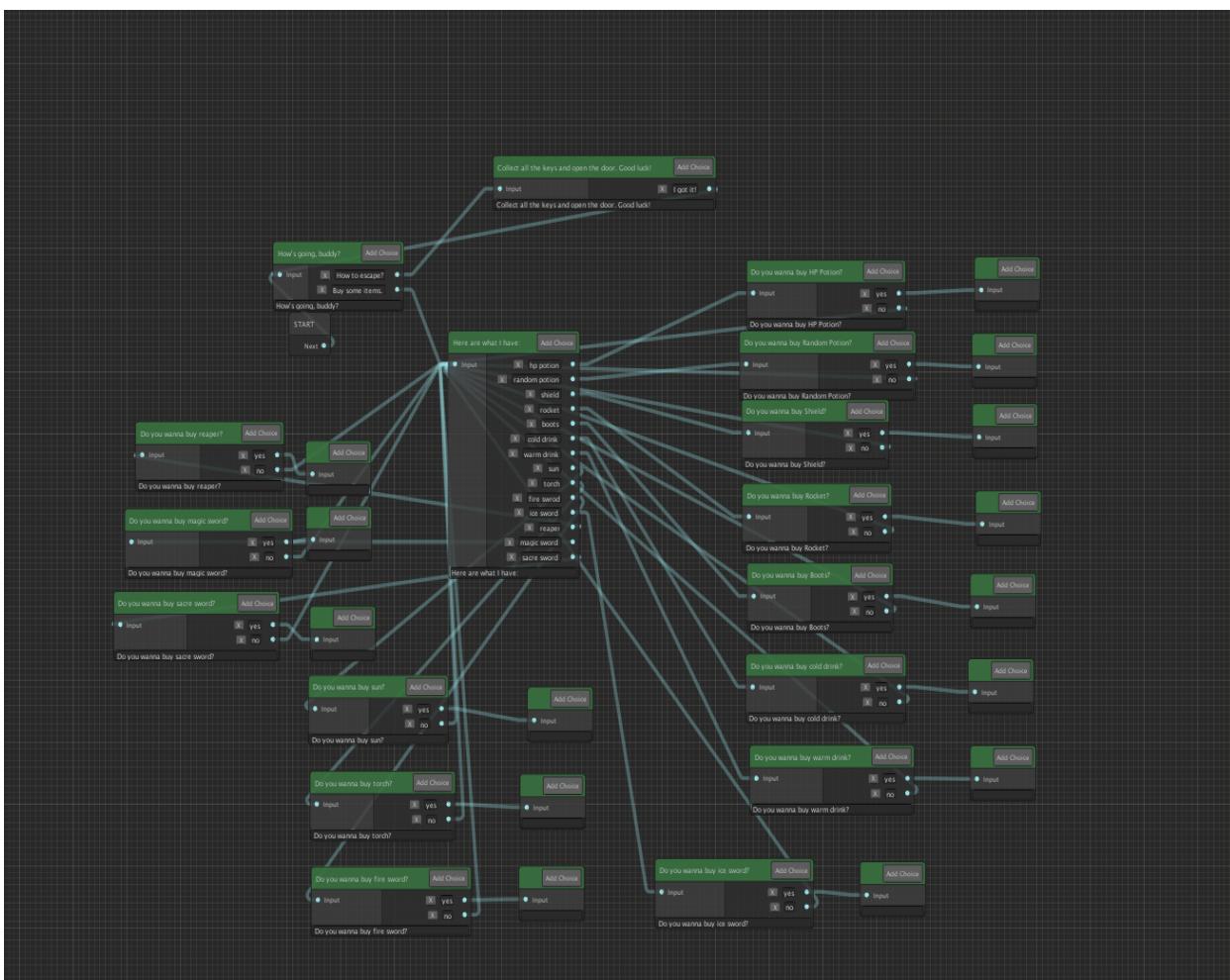
## NPC

In our game, there are two types of NPCs. One of them can provide clues about how to win the current game. Another one is like a businessman. Players can buy the items(like boots to speed up) they want from this NPC using money.

NPC dialogue system

The dialogue system in our game is a node-based visual narrative flow creation tool that uses Unity's GraphView API. It makes it easy and saves programming time to add interactive dialogue and choices in our game between NPCs and the player. The graph tool can generate dialogue saves as scriptable objects through which we can access the dialogues and the links between each dialogue.

In our game, the NPCs should provide the options of clues and trading items, so the graph is made for NPC dialogues. For each dialogue branch, there is an input text and several choices which link to the next corresponding branch. It is extremely easy to create more dialogue branches or delete anyone. Node links represent the connection between each choice and branch. Dialogue Node Data represents the dialogue for each branch. Not only can we modify dialogue data in the graph, we can modify it in the asset file as well. After creating the dialogue data for NPCs, the dialogue box fills the contents using dialogue node data and node Links.



Node graph

## NPC Features

NPC picture	NPC Features	How to get	Description
	Provide clues	Click on "How to escape"	Show hints how to win the game
	Trading system	Click on "Buy some items"	<ul style="list-style-type: none"> <li>Provide a item list (14 items available in total) for the player to buy</li> <li>Price for each item is different</li> <li>Add the item to inventory system if the player has enough money</li> <li>Return to item list if the player does not have enough money</li> </ul>



NPC-Clues





NPC-trading

## Items

The game is quite challenging because of the big, tricky map and aggressive and intelligent enemies. To help players win the game, various items are designed to help players overcome obstacles.

To make item collecting more exciting but not too complicated, we put items in two different containers. Pots will contain essential items, and chests will have more helpful items.

Name	Icon	Possible Items
Pot		One of the following: <b>key, coin, boot, random potion, HP potion, torch</b>
Chest		One of the following: <b>sword, shield, rocket, warm drink, cold drink, sun, avocado, flame the joy, frost the sad, soul seeker, tal sha, excabuliar, long sword</b>

Name	Icon	Effect	Price
Coin		Increase player's <b>coin</b> by 1.	N/A

Key		Increase player's <b>keys</b> by 1.	N/A
Boot		Player's speed * 1.5 for 5 seconds.	2 coins
Random Potion		Randomly change the player's speed for 5 seconds. Change range: [0.5x, 3x].	1 coin
Warm Drink		Protect the player from ice attacks for 5 seconds. Defrost the player if the player was frozen. Will override cold drink effects.	2 coins
Cold Drink		Protect the player from fire attacks for 5 seconds. Will override warm drink effects.	2 coins
HP Potion		Increase the player's HP by 4.	1 coin
Rocket		Immediately teleport the player to a random place once.	2 coins
Shield		Protect the player from all attacks for 5 seconds. A shield aura will surround the player.	5 coins
Torch		Increase range of visibility.	2 coins
Sun		Bring light to the dungeon.	5 coins
Avocado		For current level: global lighting, protection from all attacks, speed * 2.	30 coins

## Special Weapon

Weapon Name	Picture	Type	Special Attack	Projectile Type	Price
Flame The Joy		Close Combat	Can eliminate ice slime and it's "Frozen" debuff	A fire sword circle which rotates around the player.	10 coins
Frost The Sad		Close Combat	Can eliminate lava slime and it's "Fire Burn" debuff	An ice sword circle which rotates around the player.	10 coins
Soul Seeker		Long Range Attack	Can auto chase and eliminate Revenge Spirit(Ghost)	Three fixed fly direction magic tornado or one auto chasing magic tornado.	10 coins
Tal Sha		Long Range Attack	Can auto chase all enemies except Revenge Spirit(Ghost).	Four auto chasing magic balls.	15 coins
Excabuliar		Long Range Attack	The most powerful weapon in this game. Doesn't have auto chasing ability.	Five golden bullets, in an arrow size.	15 coins
Long Sword		Update item	Double player's damage.	No projectiles.	N/A

## Inventory

To help players manage collected items, the inventory system is introduced to let players know what items they have and decide when to use the items.

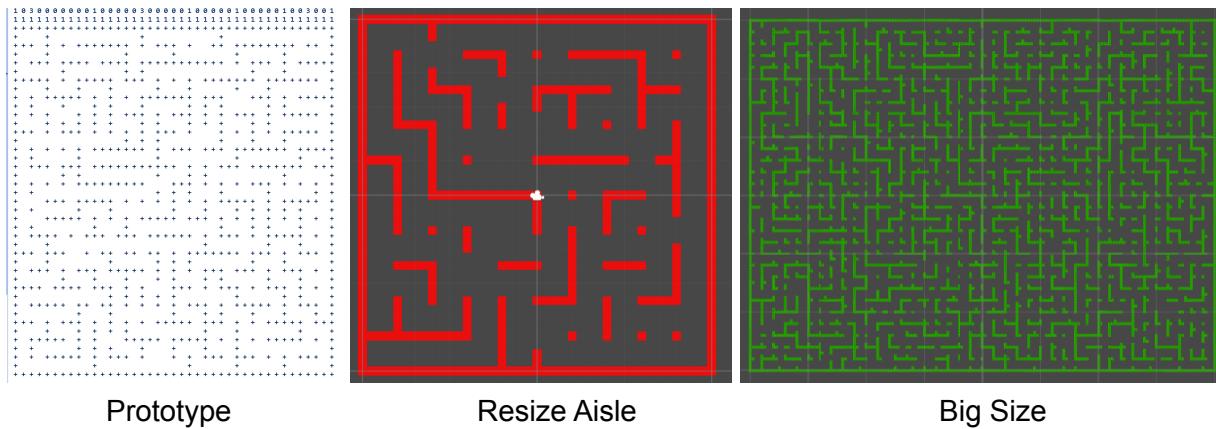
The inventory has a certain amount of slots which are either empty or occupied by an image of an item. When an item is hovered over, information is displayed in the description box at the bottom. The system is easy to use and understand because it is set up as a nice grid system. The inventory is directly embedded in the game UI, which is convenient for players to use items.



## Map

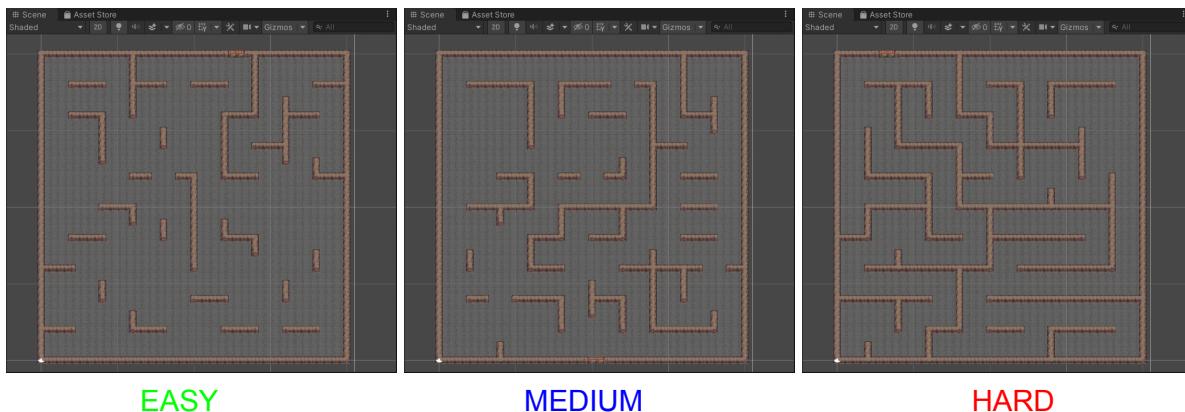
- Maze Generator

By using the union-find algorithm to generate the 2-dimensional maze.



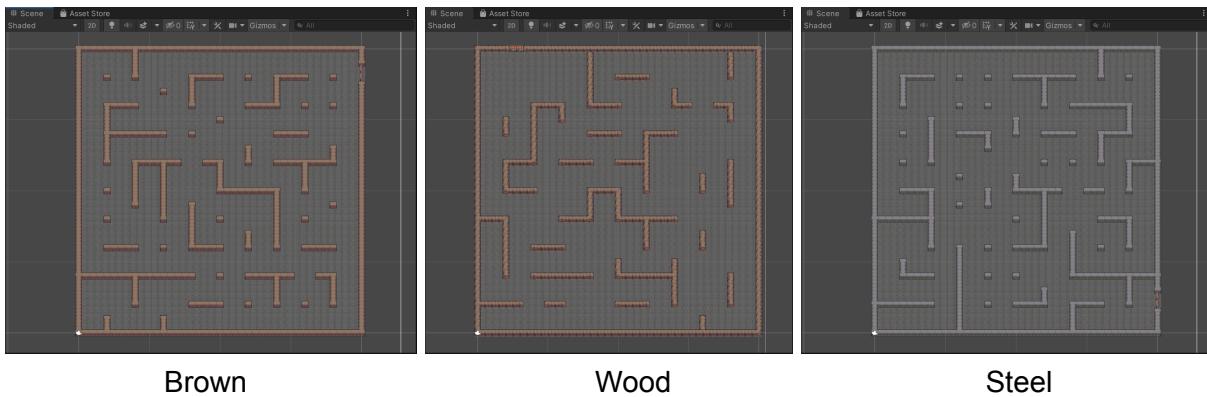
- Levels

There will be “EASY”, “MEDIUM” and “HARD” 3 levels. Each level has a different number of random open detour paths.



- Themes

We created 3 themes: Weed, Brown and Steel.



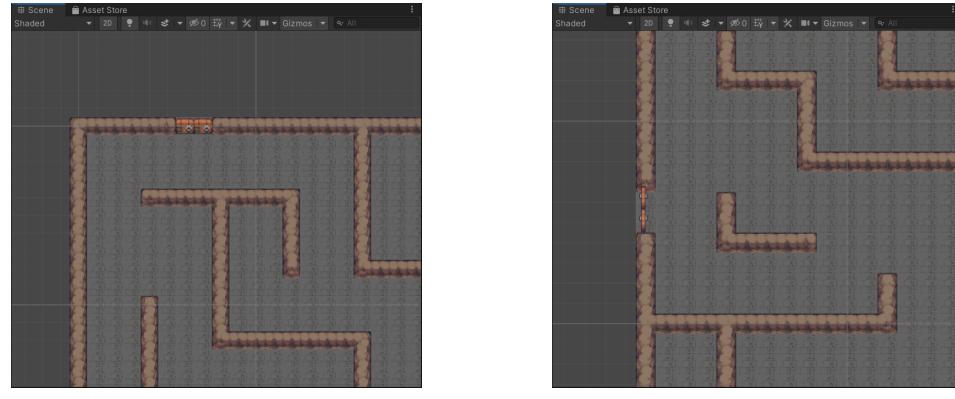
Brown

Wood

Steel

- Doors

Once the player gets all the keys, he can open the gate which is randomly generated on different sides of the maze.

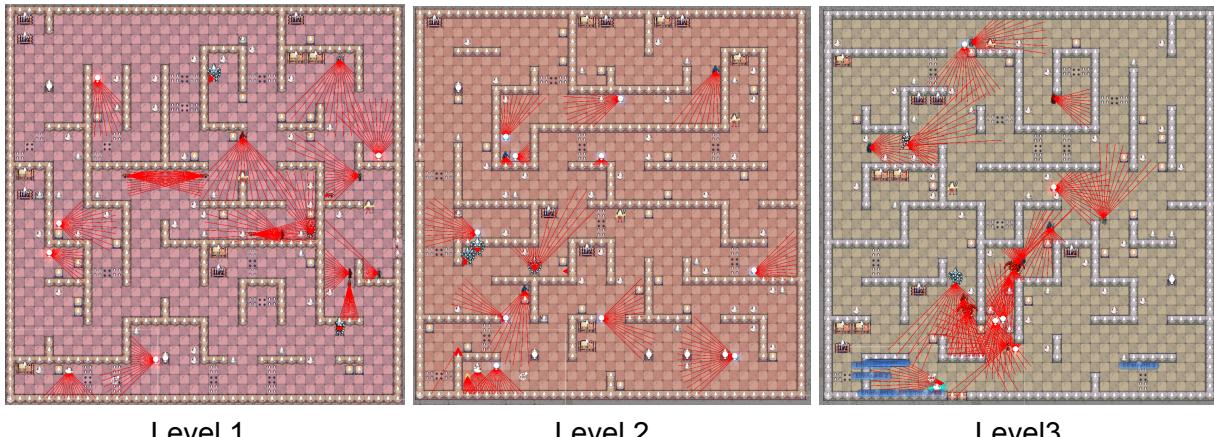


Horizontal

Vertical

- Background

The higher the level, the darker the background, which corresponds to our game spirit.



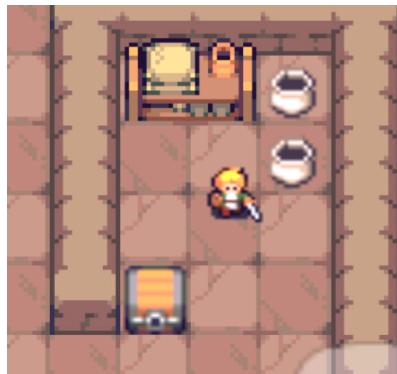
Level 1

Level 2

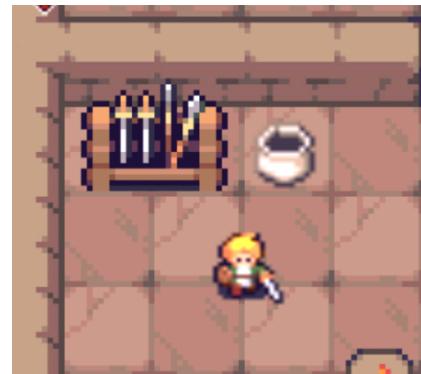
Level3

- Weapon shelf

Weapon shelves produce a vivid scene.

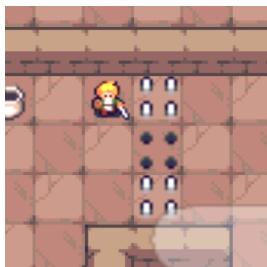


Style 1



Style 2

- Spike  
Cross spikes give players a special challenge.



Style 1



Style 2



Style 3



Style 4(Closed)

### *3. Art Direction*

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#### **Introduction**

The game takes place in an abandoned dungeon. Thus, our game's art design is a combination with 2D RPG style and dungeon style.

Below is an example:



Our game art style:

Day:



Night:



## Units and Scale

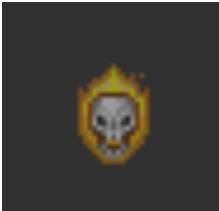


## Items

In this game, all items are 2D with styles that fit well with our dungeon adventure setting. Bright colors are used to invoke the interest of players to collect items, which will encourage them to keep playing the game. With intuitive looks, players can have solid estimations for items' functionality without reading verbal explanations. We intend to keep finding better materials for items in the future.

## Character

Name	Picture	Description
Frank		An infamous banker. Five years ago, Frank's wife was murdered, and he was accused of killing his wife. In order to seek the truth, he visits North Wind Prision, a haunted dungeon. Frank is good at close combat, and knows some magic.

Dungeon Merchant		A mysterious merchant appears in the dungeon. No one knows where he or she comes from. But there is one thing that is sure: he knows this dungeon very well.
Frenzy Hound		The dungeon is evil and frenzy, even animals are affected by it. These creatures appear in the <b><i>The Abandoned Dungeon</i></b> of the dungeon. They have a keen sense of smell, and hunger for the flesh. When they find you, you can never run away.
Revenge Spirit		Many people investigated the dungeon before, but it looks like they failed. These <b><i>Revenge Spirits</i></b> lose themselves in the dungeon, and they will bring dark to Frank. <b><i>Revenge Spirit</i></b> usually appears in <b><i>The Cold Plain</i></b> and <b><i>The Den of Evil</i></b> .
Dungeon Golem		Some kind of magic creature. Their fists are tough like a stone, slow from their weight, but can cause strong knock back. They are everywhere in the dungeon.
Red Devil		Unholy creatures rise from hell. Same like <b><i>Dungeon Golem</i></b> . They have a horrible trident, which can tear life apart. They only appear in <b><i>The Den of Evil</i></b> .
Greed		A powerful mage creature. They have a staff which can quickly shoot magic balls. It is said these greed and other mages are true masters of this dungeon; the reason why they gather together is that they want to summon a pure evil in this world.

Wrath		A powerful mage creature, irascible and deadly! The place they walk pass always burning. With the flame staff on their hand, they can create infinity fire and burn everything.
Envy		A powerful mage creature, cold and cunning! The most dangerous mage in the dungeon. They can freeze everything, and nobody can escape.
Lava Slime		A highly flammable, explosive small creature. It is said they are created by <b>Wrath</b> .
Ice Slime		A cold small creature. Like their master <b>envy, ice slime frozen</b> anything they touch.

## UI

### Game logo

Adding extra splash screens, team-logo and game-logo is a good way to add shiny goodness for our game and makes it look more professional.

Because our game is in prison-style and is a chasing game, the game-logo is designed like that a prisoner is kept in the jail and wants to get rid of it. The first splash screen uses the game-logo and it fades out slowly like figure-5. Another game-logo is designed combining our game name and the color of our team name like figure-6. This simplified game-logo is used in the main menu screen.



figure-5



figure-6

## Team logo

Our team-logo is that an avocado is running as figure-7. The second splash screen is that the team-logo runs from the left side to the right side, then comes into the main game.



Figure-7

## Sound and Music Resources

### Sound effects

Coins:<https://assetstore.unity.com/packages/audio/sound-fx/sound-fx-retro-pack-121743>

Boots, hpPotion, heal, trap, randomPotion:<https://assetstore.unity.com/packages/audio/sound-fx/shooting-sound-177096>

### Music

BGM

MenuScene: <https://opengameart.org/content/dungeon-of-fate>

Scene1:<https://assetstore.unity.com/packages/audio/music/orchestral/free-game-music-collection-177094>

Scene2: <https://opengameart.org/content/battle-theme-ii>

Scene3: <https://opengameart.org/content/dungeon-01>

## 4. Story

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### Background Introduction

In this game, you play as an infamous banker, named Frank. Five years ago, your wife was murdered, and you were accused of killing your wife. As time goes by, you collect enough clues and all clues direct you to a place: North wind Prison, an abandoned dungeon. It is said that this dungeon was haunted. In order to seek the truth, you visit this haunted prison. When you enter the dungeon, you find that you are not alone. There is something deep and dark waiting for you. Do you have more choices? No! You had to end this, no matter what cost is.

### Main Game Loop

In this game, you control Frank and explore the dungeon. At the beginning, Frank only need collect some keys to open the gate; Although there are some enemies try to stop Frank, they can not threat Frank, because these enemies are slow(etc, Dungeon Golem); When map's level increase, Frank's goal is also changing: he need collect not only keys, but also coins to buy mission items from npc(These mission items are clues Frank need find); The enemies AI is become smarter, and some new enemies will appear in the dungeon; The light in dungeon will also change, because there will be a Day and Night system involved.

## Ending

Frank collects all keys and mission items(clues). He explored all rooms in the North wind Prison and found the truth behind it. Frank takes revenge for his wife, and leaves the prison.

## 5. Levels

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### Level1 : The Abandon Dungeon

Name	Difficulty	Environment	Enemy type	Enemy number	Mission Requirement	Trap and spike
Abandon Factory	Easy	Day	Frenzy Hound, Greed, Dungeon Golm, Wrath, Lava Slime	19	Find 2 keys	Yes

Level 1 tips:

1. Eliminate **Frenzy Hound** first, because they will keep chasing the player.
2. Recommend use **frost the sad**, because Wrath and Lava Slime can cause **fire burn** debuff to the player, and **frost the sad** can eliminate the effect.

Level 1 map design:



## Level2 : The Cold Plain

Name	Difficulty	Environment	Enemy type	Enemy number	Mission Requirement	Trap and spike
The Cold Plain	Medium	Day or Night	Ghost, Dungeon Golm, Envy, Ice Slime	19	Find 2 keys Have time limitation	Yes

Level 2 tips:

1. **The Cold Plain** has a time limitation. Collecting boots and random potion is a good choice.
2. **The Ghost** can bring a **blind** effect to the player. Although they are slow, **ghosts** still can chase the player during the whole game round. Watching your back from time to time, because the player's field of view can freeze **ghosts** for a while. Collect **torch** and **sun** is a good choice; If you have a **soul seeker**, please kill **ghosts** immediately.
3. **The Ice Slime** and **Envy** can bring a frozen effect to the player. Using **flame the joy** can eliminate the effect.

Level 2 map design:



## Level3 : The Den of Evil

Name	Difficulty	Environment	Enemy type	Enemy number	Mission Requirement	Trap and spike
The Den of Evil	Hard	Night	All enemies	24	Find 2 keys	Yes

Level 3 tips:

1. Do not keep fighting and pay attention to your surroundings. There are too many enemies in ***The Den of evil.***
2. All special weapons are useful in level 3, collect them all.
3. **Torch** and **sun** are very important to the player in level3.

Level 3 map design:



## 6. Production

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### Current Team And Skill Set

Name	Position
Sa Wang	Animation design and movement control
Wei Xie	UI design, NPC dialogue system
Linjun Ouyang	Item Design
Haixiang Liu	Inventory system design
Zihao Wang	Sound and Music, Scene Navigation
Runnan Dong	AI design, 2d light design, weapon design
Huatao Wen	Map Generate

### Production Plan

Below is our production table. The time cost is 91 days

Task	Department	Time
Core mechanic	Engineering	10
Character Design	2D art	5
Character Modeling	2D art	7
Map1 and Map2 Design	2D art	5
Map1 and Map2 Implementation	Engineering	7
Music Implementation	Sound	7

Enemy Design	2D art	5
Enemy Modeling	2D art	7
Character & Enemy Implementation	Engineering	7
UI design	2D art	5
Map3 and Map4 Design	2D art	5
Map3 and Map4 Implementation	Engineering	7
Midterm Assemble	Engineering	7
Final Assemble	Engineering	7

## 7. Assets

Map:

<https://assetstore.unity.com/packages/2d/environments/premium-house-tiles-props-102070>

Fonts:

<https://assetstore.unity.com/packages/2d/fonts/free-pixel-font-thaleah-140059>

Music:

<https://assetstore.unity.com/packages/audio/sound-fx/sound-fx-retro-pack-121743>

<https://assetstore.unity.com/packages/audio/sound-fx/shooting-sound-177096>

<https://opengameart.org/content/dungeon-of-fate>

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

<https://opengameart.org/content/battle-theme-ii>

<https://opengameart.org/content/dungeon-01>

Bullet Model:

<https://assetstore.unity.com/packages/2d/characters/warped-caves-103250>

<https://opengameart.org/content/arcane-magic-effect>

<https://opengameart.org/content/water-magic-effect>

Particle system:

<https://assetstore.unity.com/packages/vfx/particles/sherbb-s-particle-collection-170798>

Weapon:

<https://opengameart.org/content/roguelikerpg-items>

Enemy:

<https://opengameart.org/content/16x16-16x24-32x32-rpg-enemies-updated>

<https://opengameart.org/content/lpc-golem>

NPC:

<https://assetstore.unity.com/packages/2d/characters/static-sprites-20-118836>