FDA 304 Reference List.

# Pre-Production.

polyCaves (previous student project): https://sam-cox.itch.io/polycaves

Head over Heels: https://youtu.be/Nt2nTni0z4k

Max Payne (Gameboy Advance): https://youtu.be/WOJ88WX-RWc

Game Design Document: https://youtu.be/q96lz725gIw

# Production.

## Fonts.

### Noto Sans.

Noto Sans: <https://fonts.google.com/noto/specimen/Noto+Sans>

Noto Sans JP: <https://fonts.google.com/noto/specimen/Noto+Sans+JP>

## Art.

### Characters.

Isometric Test Character: <https://opengameart.org/content/simple-isometric-test-character>

### Kenny Isometric.

Isometric Landscape: <https://www.kenney.nl/assets/isometric-landscape>

Isometric City: <https://www.kenney.nl/assets/isometric-city>

Isometric Buildings: <https://www.kenney.nl/assets/isometric-buildings>

Items.

2D Pixel Weapons: [Pixel Art 2D Weapons Pack | OpenGameArt.org](https://opengameart.org/content/pixel-art-2d-weapons-pack)

Arrow.

Red Arrow Wikimedia: <https://commons.wikimedia.org/wiki/Category:Red_arrow_icons#/media/File:Arrow_symbol_-_red.png>

# Isometric mock-ups.

[[8x8] Isometric TRPG Asset Pack by Gustavo Vituri (itch.io)](https://gvituri.itch.io/isometric-trpg)

[Isometric Tiles - Pixel Art by DevilsWork.shop (itch.io)](https://devilsworkshop.itch.io/isometric-tiles-pixel-art)

[Isometric Tiles - Town Pack by Screaming Brain Studios (itch.io)](https://screamingbrainstudios.itch.io/iso-town-pack)

[Isometric Dungeon Tiles by Kenney (Assets) (itch.io)](https://kenney-assets.itch.io/isometric-dungeon-tiles)

# Post-Production.