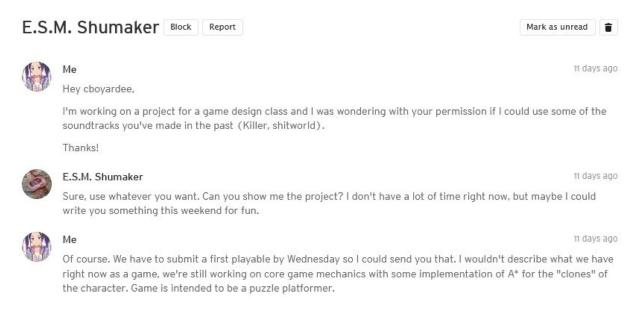
Licensing Information - The Invigor 8

Team Members: Nathan Holzworth, Charles Maxwell, Aditya Challa, Ovidiu-Mihai Mocanu

Sound:

 Menu and Game Music: The songs used for the menu and game belong to Eric Schumaker (also known as CBoyardee). Charles spoke to Eric via Soundcloud and had received permission to use his music.



A link to Eric's Soundcloud: https://soundcloud.com/cboyardee

Sound Effects:

The sound effects are trimmed and modified using Audacity, but the source material are linked below.

- **2. Jumping:** https://freesound.org/search/?q=JUMp
- **3. Item Pickup:** https://freesound.org (Search for resource pickup)
- 4. Safe-O-Matic: https://www.freesoundeffects.com/free-sounds/doors-10030/

- **5. Player Win:** http://soundbible.com/suggest.php?q=victory&x=0&y=0
- **6. Player Loss Sound:** https://www.pond5.com/sound-effects/1/losing.html
- **7. Sliding Door:** https://www.freesoundeffects.com/free-sounds/doors-10030/
- **8. Hit:** It was a Horse running sound trimmed to what extent the game wanted. It was open source to download from Google.

Artwork:

- 1. Character Art: The art for the main characters (The Invigor 8 team and construction workers) was created by Charles but free art was used as a template.
 - https://opengameart.org/content/xeon-ultimate-smash-friends
- **2. Miscellaneous Sprites:** The soda cans and spawners were also created by Charles.
- 3. City Tile Sprite: https://opengameart.org/content/more-nes-like-tiles
 https://opengameart.org/content/jumpngun
 <a href="https://opengameart.org/content/industrial-parallax-background-https://opengameart.org/content/industrial-parallax-background-https://ansimuz.itch.io/cyberpunk-street-environment-https://www.vecteezy.com/vector-art/116304-free-construction-background-vector-opengameart.org/content/jumpngun-https://opengameart.org/content/j
- 4. The rest of the artwork in terms of sprites are self-made.