



Licensing Information - The Invigor 8

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

Sound:


- 1. 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.


E.S.M. Shumaker Block Report Mark as unread 

 Me 11 days ago
Hey cboyardee,

I'm working on a project for a game design class and I was wondering with your permission if I could use some of the soundtracks you've made in the past (Killer, shitworld).

Thanks!

 E.S.M. Shumaker 11 days ago
Sure, use whatever you want. Can you show me the project? I don't have a lot of time right now, but maybe I could write you something this weekend for fun.

 Me 11 days ago
Of course. We have to submit a first playable by Wednesday so I could send you that. I wouldn't describe what we have right now as a game, we're still working on core game mechanics with some implementation of A* for the "clones" of the character. Game is intended to be a puzzle platformer.

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/sci-fi-platform-tiles>
<https://opengameart.org/content/more-nes-like-tiles>
<https://opengameart.org/content/jumpngun>
<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>
4. The rest of the artwork in terms of sprites are self-made.