

## Sprites

### Fighter Ship

<https://opengameart.org/content/transforming-fighter-ship-1>

### Stars on Menu Screen

<https://opengameart.org/content/space-background-8>

### Laser

<https://opengameart.org/content/sci-fi-space-simple-bullets>

### Wood Texture

<https://opengameart.org/node/21050>

### Brick Texture

<https://opengameart.org/content/brick-texture>

### Stone Texture

<https://opengameart.org/content/stone-texture>

### Ammo Box

<https://opengameart.org/content/pixel-wooden-crate>

### Enemy Ship

<https://opengameart.org/content/simple-spaceship-0>

## Sounds

### Ship Explosion

<https://opengameart.org/content/explosion-0>

### Laser

<https://opengameart.org/content/laser-fire>

### Barrier Explosion

<https://opengameart.org/content/boom-pack-1>

### No Ammo

<http://soundbible.com/1540-Computer-Error-Alert.html>

### Ammo Power Up

<https://opengameart.org/content/8-bit-powerup-1>

### SoundTrack

<https://opengameart.org/content/the-mission-0>

### Code References

[http://quill18.com/unity\\_tutorials/](http://quill18.com/unity_tutorials/)