Asset	Source	Licence
Assorted gun SFX.	https://opengameart.org/content/handling-guns	CC-BY-SA 3.0
Assorted gun SFX.	https://opengameart.org/content/shotgun-shoot-reload	CC-BY-SA 3.0
Parallax background layers.	https://opengameart.org/content/cyberpunk-backgrounds-pixel-art	OGA-BY 3.0
Talking head image.	https://opengameart.org/content/heads-retro	CC-BY-SA 3.0
Heart images.	https://opengameart.org/content/organic-healthbar	CC0
Survivor sprites.	https://opengameart.org/content/residents-of-the-city-pixel-art-sprite-sheets	OGA-BY 3.0
Zombie sprites.	https://opengameart.org/content/rpg-asset-character-zombie-nes	CC0
Pause and game over screen sprites.	https://opengameart.org/content/brawler-asset-character-soldier-nes	CC0
Player sprite	https://opengameart.org/content/rpg-asset-character-soldier-sms	CC0
Baseball bat sound.	https://opengameart.org/content/item-shortcut-sound-pack	CC0
Armour pick-up SFX.	https://opengameart.org/content/zipper	CC0
Grenade pick-up SFX.	https://opengameart.org/content/big-and-small-item-fall-sounds2	CC0
Grenade explosion sprites.	https://opengameart.org/content/pixel-art-explosion-animation	CC0
Level tilemap sprites.	https://opengameart.org/content/pixel-art-buildings-from-gop-go-go-project-russian-and-soviet	CC0
Helicopter SFX.	https://opengameart.org/content/helicopter-sounds	CC0
Helicopter sprite.	https://opengameart.org/content/pixel-art-military-helicopter	CC-BY 3.0
Military vehicle sprite.	https://opengameart.org/content/pixel-military-car-pack	CC0
Medpack pick-up SFX.	https://opengameart.org/content/heal	CC-BY-SA 3.0
Game over music.	https://opengameart.org/content/icy-game-over	CC0
Level music.	https://opengameart.org/content/8-bit-beatem-up-soundtrack	CC-BY 3.0

Title screen ambience.	https://opengameart.org/content/horror-atmosphere	CC0
Keys for controls panel.	https://opengameart.org/content/input-prompts-pixel-16%C3%97	CC0
Rank sprites.	https://opengameart.org/content/ranks-pack-70%C3%97	CC0
Base for medal sprites.	https://opengameart.org/content/medals-2	CC0
Assorted UI SFX.	https://opengameart.org/content/51-ui-sound-effects-buttons-switches-and-clicks	CC0
Crosshairs.	https://opengameart.org/content/crosshair-pack-200%C3%97	CC0
Weapon sprites.	https://opengameart.org/content/pixel-sprites-ala-reactorcore-starter-pack	CC-BY-SA 3.0
Grenade and armour sprites.	https://opengameart.org/content/various-inventory-24-pixel-icon-set	CC-BY 3.0
HUD panels and buttons.	https://opengameart.org/content/tds-gui-pixel-art	OGA-BY 3.0
Zombie spawner sprite.	https://opengameart.org/content/surt-monster	CC0
Talking head radio signal SFX.	https://opengameart.org/content/mysterious-radio-signal	CC-BY 3.0
Talking head radio activation SFX.	https://opengameart.org/content/radio-soldier-video-game-announcer	CC-BY-SA 4.0
Missile explosion SFX.	https://opengameart.org/content/battle-at-sea	CC0
Infected platform death SFX.	https://opengameart.org/content/large-monster	CC-BY-SA 3.0
Cache sprites.	https://opengameart.org/content/crime-like-furniture	CC0
Fall damage SFX.	https://opengameart.org/content/damage-sounds-male-audio-pack	CC-BY-SA 4.0
Military vehicle SFX.	https://opengameart.org/content/engine-loop-heavy-vehicletank	CC-BY 3.0
Zombie spawner and infected platform damage SFX.	https://opengameart.org/content/15-monster-gruntpaindeath-sounds	CC-BY 3.0
Zombie SFX.	https://opengameart.org/content/zombie-sound	CC0
Zombie SFX.	https://opengameart.org/content/zombie-moans	CC0