

Full Credits for The Skeleton War

Team credits (alphabetical by surname)

- Jake Deakin - Programmer, Chatterbox
- Pawani Diyaguarachchi - Producer, Game Designer, Artist, QA Officer, Cat
- Chris Johnson - Animation Programmer, Feasibility Analyst
- Zanda Schmacker-Beck - Lead Game Designer, Animator, 3D Modeller, Game Idea, Resident Halo Specialist
- Julian Utting - Programmer, Sound Engineer, Composer, Tall Guy
- Taygen Wallace-Smith - Level Designer, 3D Modeller, Artist, Sushi Connoisseur

Software

- Epic Games' Unreal Engine 4
- UE4 Starter Content
- VaRest Plugin (plugin for Unreal)
- Rama's Victory Plugin (plugin for Unreal)
- Visual Studio 2013 Community Edition (C++ IDE)
- Notepad++ (alternative source editor)
- Nvidia ShadowPlay (gameplay recording)
- Fraps
- Audacity (sound mixing, editing, recording)
- The GIMP 2 (image tweaking)
- Adobe Photoshop (UI graphics, concept art, textures)
- Adobe After Effects (2D animation)
- Adobe Media Encoder (gameplay recording optimisation)
- FontForge (font tweaking)
- Maya (modelling)
- 3DS Max (modelling/rigging/animating)
- Sony Vegas Pro 12.0
- TortoiseGit, Git for Windows, SourceTree (obligatory git simplification software)
- GlueIT (sprite sheet generator)
- Skype (communication)
- Web Browsers (Chrome, Firefox, Edge)

Websites

- GitHub (repo hosting)
- Trello (task tracking)
- Slack (website tracking)
- Google Services
 - Google Calendar (task tracking)
 - Google Mail (team email management)
 - Google Forms (feedback acquisition)
 - Google Drive (other file hosting)
- Facebook (communication)
- DaFont.com

- www.freesfx.co.uk (some sound effects)
- SoundBible.com (one sound effect, lol)
- Creative Commons Search (CC'ed images)
- Youtube (So many tutorial videos)
- Unreal Engine Answerhub and forums (to try work out how to do things and to report that bug I found that one time)

Special Thanks

- Unfortunate playtesters
- People we kicked off the lab computers
- Stabby the Unicorn
- Jamin for being Dumb AI once
- Ross Brown and Matt Ford
- Lazaros Kastanis and Alex Baldwin
- Queensland University of Technology

Creative Attributions

- "BonesFont" font by Carolina Plaza
- "Boner" font by Mark Kay, Tye Mortimer
- Various sound effects from FreeSFX.co.uk