

## Credits:

### Code:

EventBus: Professor Yarger and 494 Staff

Mouse in window: <http://answers.unity.com/answers/1681937/view.html>

Outline Shader: [https://www.reddit.com/r/Unity3D/comments/xsoxeg/simple\\_pixel\\_outline\\_shader/](https://www.reddit.com/r/Unity3D/comments/xsoxeg/simple_pixel_outline_shader/)

git-lfs example: <https://gist.github.com/rynkowsg/f02f06fa0efee10c4de2c126f0d207a1>

Linear projectile prediction: [https://www.youtube.com/watch?v=2zVwug\\_agr0](https://www.youtube.com/watch?v=2zVwug_agr0)

### Visual Art:

Enemy sprite: <https://assetstore.unity.com/packages/2d/characters/enemycow-227480>

<https://assetstore.unity.com/packages/2d/characters/greek-fantasy-enemies-204779>

Enemy Bullet:

<https://assetstore.unity.com/packages/2d/characters/2d-pixel-spaceship-two-small-ships-131545>

Lightball Sprite: <https://www.pngwing.com/en/free-png-dhjqi>

Vehicle Sprite: <https://assetstore.unity.com/packages/2d/textures-materials/warped-vehicles-195248>

Map Tiles: <https://github.com/Matteotti/Soul-Knight-For-Self-Study>

Missile Sprite: <https://assetstore.unity.com/packages/2d/environments/2d-space-kit-27662>

Start/Win UI Background: <https://assetstore.unity.com/packages/2d/textures-materials/nature/free-pixel-art-forest-133112>

Story Picture: Image by upklyak on Freepik [https://www.freepik.com/free-vector/atomic-bomb-explosion-destroyed-city\\_28402515.htm#page=2&query=doomsday&position=15&from\\_view=search&track=sph](https://www.freepik.com/free-vector/atomic-bomb-explosion-destroyed-city_28402515.htm#page=2&query=doomsday&position=15&from_view=search&track=sph)

Font: <https://assetstore.unity.com/packages/2d/fonts/free-pixel-font-thaleah-140059>

### Sound:

Drop item: <https://freesound.org/people/BeezleFM/sounds/512138/>

-<https://creativecommons.org/licenses/by/4.0/>

Pickup item: <https://freesound.org/people/niamhd00145229/sounds/422709/>

Collect item: <https://freesound.org/people/1bob/sounds/651515/>

-<https://creativecommons.org/licenses/by/4.0/>

Shotgun fire: <https://freesound.org/people/AbuNijmeh/sounds/318973/>

Pistol fire: <https://freesound.org/people/coolguy244e/sounds/266916/>

Other Weapon fire: <https://assetstore.unity.com/packages/audio/sound-fx/weapons/weapon-soldier-sounds-pack-29662>

### Music:

"Malicious" Kevin MacLeod (incompetech.com)

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"Mystic Force" Kevin MacLeod (incompetech.com)

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"The Pyre" Kevin MacLeod (incompetech.com)

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"Relent" Kevin MacLeod (incompetech.com)

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### Sound for Trailer:

Footsteps: <https://freesound.org/people/InspectorJ/sounds/336598/>  
Wind: <https://freesound.org/people/florianreichelt/sounds/459977/>  
Marching: <https://freesound.org/people/mattbronka/sounds/48048/>  
Cloak: <https://freesound.org/people/F.M.Audio/sounds/556754/>  
Spawning: [https://freesound.org/people/Contant\\_aghony/sounds/478179/](https://freesound.org/people/Contant_aghony/sounds/478179/)  
Background: <https://pixabay.com/music/main-title-defenders-of-the-truth-123265/>