

Byte Blasters Asset Credits

Player/Enemy/CPU Heart Sprites:

- Self made

Fonts Used:

- <https://datagoblin.itch.io/monogram>
- <https://bbbbbr.itch.io/canyon-racer-fonts>

Sounds Used:

- <https://drtwelele.itch.io/casual-game-fx-one-shot> (SFX)
- <https://shapeforms.itch.io/shapeforms-audio-free-sfx> (SFX)
- <https://heltonyan.itch.io/retro-mecha-sfx> (SFX)
- <https://heltonyan.itch.io/pixelcombat> (SFX)
- <https://void1gaming.itch.io/halftone-sound-effects-pack-lite> (SFX)
- <https://shononoki.itch.io/bullet-hell-music-pack> (BGM)
- <https://shononoki.itch.io/cyber-mech-music-pack> (BGM)
- <https://rustedstudio.itch.io/cybertracks-volume-1> (BGM)

Input Sprites:

- <https://kenney-assets.itch.io/input-prompts>

GUI Elements:

- <https://sungraphica.itch.io/flat-gui-game-asset-pack>

Shaders:

- <https://godotshaders.com/shader/sprite-sheet-compatible-rainbow-effect/>
- <https://godotshaders.com/shader/rainbow-vaporwave-grid/>
- <https://godotshaders.com/shader/item-pulse-glow/>
- <https://godotshaders.com/shader/hit-flash-effect/>
- <https://godotshaders.com/shader/procedural-circular-progress-bar/>
- <https://godotshaders.com/shader/procedural-segmented-bar/>