Credits & Licenses

Making this tiny game live up to my vision would not have been possible for me as a solo dev in this short amount of time without the wonderful assets these people provided (most of them free), so I'll gladly mention all of them here:

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Sound & Music

- Ambient Music Pack by Ovani Sound
- SFX Souls Like by Leartes Studios

Packages & Resources

- "com.unity.toonshader" by Unity Technologies
- "Reaching for the stars ✨" stylized procedural sky shader tutorial by Jannik Boysen
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