

Three. Two. One. Seek Creadits



Assets

- Every Asset has been made during the jam, from tileset to animations and various art. 90% of the code has been written during the jam. NO AI BTW.

Code:

- Except for a small template I used :
<https://github.com/baconandgames/godot4-game-template>
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It's basically for loading levels, and pause menu (no graphics no animation no nothing), I expanded on it, and added a game save system.

- The dialogue manager has been written by me (it's the equivalent of using someone's else plugin so I don't think it's wrong)

Shaders:

- A modified version of this really really cool, water reflexion shader:
<https://godotshaders.com/shader/water-2d-reflection-4-x/>
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