

FARM OF THE DEAD

Game Concept:

Farm of the Dead is designed as a farming and a survival game at once.

Players assume the role of a survivor of yet another zombie apocalypse. While fleeing from some of the gruesome fellows with the rotten faces* the players character stumbles upon an abandoned farm.

The main task of the game is to refurbish this place and to steadily build a new home for the player. Thereby the player will progress slowly from mere survival to secured subsistence and finally provide themselves with more or less all the comforts of the perished civilization.

While many survival games include elements building, crafting and the gathering of resources Farm of the Dead leans heavily towards those aspects.

This includes e. g. even being able to make cheese and players will need to watch their nutritional scales quite closely to be fit enough for doing heavy labor on the farm and fighting the main threat of the game:

While life on „my little farm“ could be just so beautiful, naturally, the player will be harassed over and over again by roaming zombies – sometimes by entire hordes. Player will have to build fences, barricades and traps to fence off this constant threat while trying to become a proper farmer.

Players will encounter a basic starter kit within the vicinity of farm, including a number of useful tools, some leftover food and a few packs of seeds to plant their first crops. But this will hardly be enough to survive for more than a few days.

They'll likely have to leave this relatively safe shelter soon and explore the adjacent woods, the nearby town or an endless trail of cars on the close by highway.

Eventually player will stumble upon a survivor's camp in the woods where they can exchange their crops and produced food for things they need, have a little chat and even make some new friends.

Target Audience:

Farm of the Dead is targeting players who love survival games such as *Project Zomboid*, *The Survivalist* or *Don't Starve* as well as players who enjoy playing farming games like the *Harvest Moon* series or *Stardew Valley* – which might sound strange at first...

But properly equipped players can soon enjoy a relatively peaceful life – at least while on the farm – and the pleasantness of watering crops and collecting the fruits of their labor.

It is designed less for those who enjoy mainly blasting their way through hordes of realistic looking horrid undead and relish watching their heads explode and their limbs severed while choosing from a great variety of real world weapons.

A cute comic art style (see the respective section) should in fact take away much of the gruesomeness that could come with a zombie apocalypse setting. Imagine the zombies more like those in „Zombidle“ or similar games. This should make the game at least also enjoyable for those prefer building over fighting and a pleasant scenery over grim settings. Yet dealing with zombies should be sufficiently difficult to keep players hooked who need a little thrill.

Harvest
Moon/ Stardew
Valley



Project Zomboid/
The Survivalist

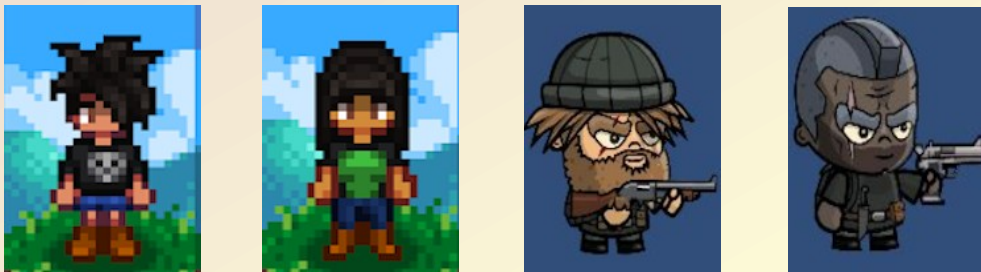
Design Overview

Art & Style

- Sprites, Textures & Materials -

- Cute, cartoon art style: especially for characters
- Classic top-down-rpg style for landscape and scene objects (imagine Zelda-SNES) – although with a markedly higher resolution for pixel-art
- Impressionistic, slightly blurry features on Landscape and Item-Icons: thus unique touch for artwork

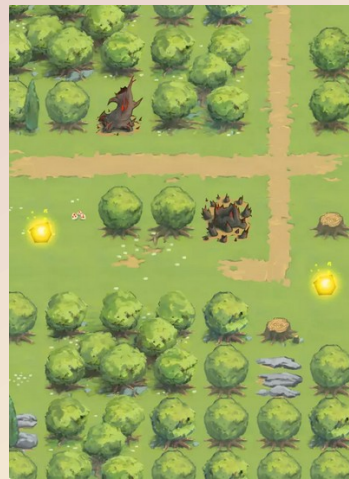
Sample Art for Characters



Give an impression what the characters in Farm of the Dead might look like (not used in the game); the targeted style should have a slightly higher resolution/ less pixels than the character of Stardew Valley, leaning more to the “chibi”-style characters on the right. On the other hand, these might be slightly to “clean” for the targeted art style. - To the left: Screenshots from Stardew Valley by Eric Barone: <https://www.stardewvalley.net/>; to the right: From the characters asset by Knik1985 on OpenGameArt: <https://opengameart.org/content/characters-6>

- UI-Elements (see below) should overall be kept in relatively friendly, light colors but with a ragged appearance:
 - pale yellow, grey or dust-brown colors
 - some stains, tears, cracks and fissures
 - (bloodstains? ↔ contradictory with the overall style?)
 - leather or old paper like sprites/textures for inventory panel backgrounds
 - metal, mechanical looking backdrops for crafting panel and game menu
 - old paper look for dialogue box
 - **THE FARM/ SURVIVOR’S CAMP***: bright, flashy colors
 - **PERILOUS AREAS (TOWN, HIGHWAY, WOODS)***: grim/ gloomy appearance: pale colors, grayish/ brownish/ dusty hue
- *: see “MAP AREAS”

Sample Art for the Environment in Farm of the Dead:



To the left a tree sprite and a grass tile I made for the game; to the center the “Fantasy Forest”-Tileset by Hyperluminal Games currently used as placeholder background - giving an impression what the targeted art style should roughly look like (but a little to “clean” for it): <https://assetstore.unity.com/packages/2d/environments/2d-fantasy-forest-tileset-19553>

Camera

- top-down-perspective following the player’s character
- minimal zoom, otherwise no camera control by the player
- very few plot scenes where there is automatic camera movement (recorded with Unity as animation)

Controls

- **MOVEMENT:** ARROW KEYS/ W-A-S-D KEYS
- **INTERACTION WITH OBJECTS:** SPACE OR E-KEY OR LEFT-MOUSE-BUTTON
- **ATTACK/ USE EQUIPPED ITEM:** LEFT-MOUSE-BUTTON OR SPACE

- **UI INTERACTION:** MOUSE → CLICK & DRAG-events (moving items around the inventory)
- **CAMERA CONTROL:** ZOOM on MIDDLE-MOUSE-BUTTON OR X (OUT)/ Y (IN)-KEY

Lighting

- FoD will use the **Universal Render Pipeline** for enabling **lighting on 2D-objects:**
- mostly to let the day-night-cycle affect the environment

User Interface

- Will have relatively many UI elements:
each part can be switched off, except stats (character value) bars

Character Value Bars:

- HEALTH*
- ENERGY*
- RECOVERY*

- VITAMINS**
- PROTEINS**

*: to left top of screen (canvas) | **: to right top of screen

Inventory Panels:

- STANDARD INVENTORY: long bar with 10 inventory slots on bottom of screen
- BACKPACK INVENTORY: square panel with additional 10 slots to right of screen
- CONTAINER INVENTORY: long bar with 10 inventory slots for “loot” from crates etc. at top of screen

Crafting Panel:

- to the left-center or center of the screen
→ maybe game pause when window (panel) open

- Dialogue Box (Panel):

- to the center of screen
- Box for displaying:
 - Dialogues and dialogue option for interaction with NPC’s,
 - Narrators “voice”
 - General game information:
“You have read the electronics magazine Vol. I. You are now able to craft a flash light”

Sample Art for UI-Elements in Farm of the Dead:



“Steam Punk UI” asset by Gentleland on the Unit-Asset-Store giving an impression what UI-Elements in FoD could look like:

<https://assetstore.unity.com/packages/2d/gui/icons/steampunkui-238976>

Sound

Background Music:

- Mostly piano/ keyboard driven background music
- Blues, western or country/folk music → INSTRUMENTAL ONLY
- Banjo or acoustic guitar accompanying the more joyous pieces when danger is not imminent
- Pleasant tunes on “The Farm” and “The Survivors Camp”
- More eerie tunes in the perilous areas
- Naturally, music changes and gets more dramatic when zombies are nearby:
 - High pitched piano notes indicating danger

Sound Effects:

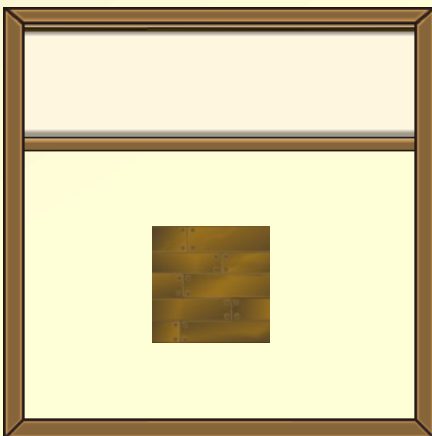
Interaction:

- Funny sound effects for picking up items or equipping them
- Fun sound effects for the use of tools
 - E. g. a loud „swoosh“ when using the scythe
- in accordance with the overall tone of the game: sound effects for the use of fire arms or combat sounds in general should NOT be to dramatically realistic

Zombies:

- A little growling/ moaning
- NO painfully realistic ‚splash‘ or ‚sloosh‘ sounds for bashing Zombies heads in
- Preferably more hilarious sounds when a zombie is taken out (imagine more Roadrunner & Coyote than The Walking Dead or splatter movies)

Sample Art for the Interior of Houses in Farm of the Dead:



To the left: a house interior tile-set draft I made for the game; to the right: sample art for the targeted style in the final version of the game. From the Premium House Tiles & Props Asset by MiMU-Studio on the Unity-Asset-Store:

<https://assetstore.unity.com/packages/2d/environments/premium-house-tiles-props-102070>

Game Mechanics

Nutrition Management

- Character Values and Statistics -

- Player's will have to watch the following statistics-values of their character closely or suffer from negative effects which are explained in the "body states" section.

- Since a vital part of this game is making your own food keeping those values up should not only be a strain on the player's nerves but also a satisfying experience when resources are plenty.

Character Values

Character Value	Increases by:	Decreases by:	Effect/ Body State: positive (+) negative (-)	Base Value:
HEALTH	- slow natural regeneration - food - medicine items	- damage from zombies - wounds from mishandling tools - harmful environmental influences - calories, vitamins or proteins at 0 (ZERO)	Death (-)	150
ENERGY	- food/ fluids - rest/ sleep	- operating tools - operating weaponry - heavy carry weight	Exhausted (-)	150
RECOVERY	- rest/ sleep	- natural regression when not resting/ sleeping	Fatigued (-)	150
CALORIES	- food	- natural regression when not eating food	Energy (+) Vitamins (+) Proteins (+) (Health (+)) Jittery (-) Starving (-)	200
VITAMINS	- food, esp.: - vegetables - fruit - vitamin pills	- natural regression when not eating food - eating the wrong food	Unfocused (-) Scurvy (-)	100
PROTEINS	- food, esp: - meat - legumes - nuts	- natural regression when not eating food - (drinking alcohol?)	Weak (-)	100
FLUID BALANCE	- drinking fluids	- natural regression when not drinking fluids	Unfocused (-) Jittery(-)	200

Body states:

- All of the following states are negative effects occurring due to malnutrition, dehydration or lack of rest. They can be active at the same time and their negative effects are cumulative.

State	Value Threshold	Effects
Exhausted	Energy < 40%	- decreases character speed by 25% - decreases resource, tilling and harvesting rates by 25%
	Energy < 20%	- decreases character speed by 50% - decreases resource, tilling and harvesting rates by 50%
Weak	Protein Value < 30%	- decreases damage from blunt or blade weapons by 25% - decreases carry weight by 25%
	Protein Value < 15%	- decreases damage from blunt or blade weapons by 50% - decreases carry weight by 50%
Fatigued	Recovery Value < 30%	- increases energy regression by 25% - 1% chance of self inflicted damage from operating tools - 15% chance of crafting mishap: item not crafted, resources expended anyway
	Recovery Value < 15%	- increases energy regression by 50% - 5% chance of self inflicted damage from operating tools - 15% chance of crafting mishap: item not crafted, resources expended anyway
	Recovery Value = 0%	- Character falls unconscious for 4 in game hours – might just get eaten
Jittery	Calories < 30% Fluids < 30%	- Chance of miss-firing with firearms increases by 10%
	Calories < 15% Fluids < 15%	- Chance of miss-firing with firearms increases by 20%
Unfocused	Vitamins < 30% Fluids < 30%	- 25% chance of crafting mishap: item not crafted, resources expended anyway - 5% chance of self inflicted damage from operating tools
	Vitamins < 15% Fluids < 15%	- 50% chance of crafting mishap: item not crafted, resources expended anyway - 15% chance of self inflicted damage from operating tools
Scurvy	Vitamins < 10%	- starts natural regression of health: e. g. 1 HP/ time unit - increases fluid regression by 25% - crafting becomes impossible
Starving	Calories < 0%	- starts natural regression of health: e. g. 5 HP/ time unit

Crafting:

- 3 tiers of crafting: basic, advanced/ processed resources, complex
- Resources (items, crafting ingredients) are consumed when an item is crafted.
- Tools involved must be present in the inventory but will not be consumed by the process.

Craftable Items:

- 2nd and 3rd tier resources (e. g. wood → boards OR wood → charcoal)
- Tools
- (makeshift) Weapons
- Traps (for hunting and zombies alike)
- Barricades
- Protection from weather or zombies

Non-Craftable Items:

- 1st tier resources: wood, stone, scrap metal, fiber
- fire arms
- ammunition
- fuel
- medicine
- electronic devices

Cooking:

- is a form of crafting.
- provides the character with much higher nutrition values
- an homage to cooking and food production shall be essential part of the game
- player uses basic crops to produce processed food items and complex cooking recipes in the end
- likewise 3 tiers of food production, e. g.: wheat → flour (1st tier) → dough (2nd tier) → pasta (3rd tier)

Sample Art for Food and other Item-Icons in Farm of the Dead:



Some food icons I made for the game, using two different techniques. Likely will opt for the more cartoonish style to the left of the series.

Farming:

- Farming at the character's base is vital for survival.
- Some farming plots already available at "The Farm"
- Fresh farm plots can be created on unoccupied map grid cells BUT only around the farm's premises.

Plant Growth:

- plants/ crops need a specific amount of **sun hours** to grow, depending on the plant
- plants/ crops need regular **water supply** to grow; the amount depending on the plant
- water supply either from the **player's manual labor** (watering can) **or rain**

Farming Process:

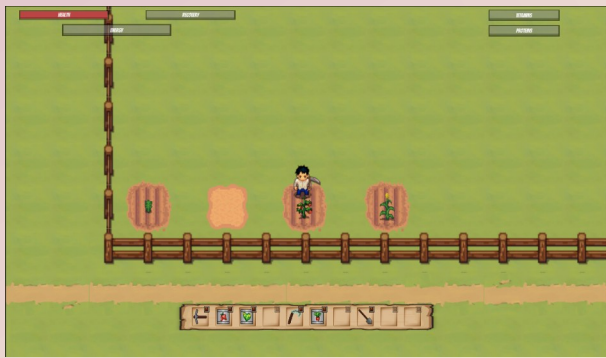
- 1) **Creating a farm plot:** Using a shovel or alternatively a pick ax on an unoccupied grid cell.
- 2) **Tilling a farm plot:** Using a hoe or the pick ax prepares the soil for planting a crop.
- 3) **Sowing:** Using a seed pack (containing the seeds of the designated crop) on a tilled cell/ farm plot
- 4) **Watering** the plant regularly.



A screenshot from Farm of Dead* depicting the character sowing a tilled field.

(*: Currently, "FoD" is still using placeholder sprites from the Unity Asset Store and Open Game Art, see references at the end of the document)

Plant	Sun hours* (currently an in game day has a maximum of 16 sun hours if the weather is clear all day)	Water units/ per day
Beans	80 (5 in-game days)	15
Carrot	32 (2 in-game days)	15
Cucumber	48 (3 in-game days)	20
Onion	32 (2 in-game days)	5
Peas	64 (4 in-game days)	15
Potato	96 (6 in-game days)	5
Pumpkin	80 (5 in-game days)	10
Tomato	32 (2 in-game days)	20



Two



screenshots from Farm of the Dead depicting the character harvesting crops.

Alternative Means of Food Provision:

- Foraging: Players will encounter a limited number of wild plants in other map areas, e. g. mushrooms
- Hunting: Players can craft a variety of traps to hunt for small animals, e. g. bunnies, birds
- Loot: Players can find a number of non-perishable food in houses in “The Town” or trunks of cars on “The Highway”
- Trading: Players can trade other items for food in “The Survivors Camp”

Time Cycle:

- A script called “**Time Machine**” is responsible for measuring time in Farm of the Dead.
- Based on adjustable values the “Time Machine” calculates in-game time periods based on real time seconds.
- There are **in-game hours, days, months and an in-game year** divided into **4 seasons** which (currently) last **3 month each**.
- For testing purposes, an in-game day currently lasts 1440 seconds which means an in-game hour lasts 60 seconds or one minute.

Day-Night-Cycle:

- A full in-game day is divided into **four stages: Dawn, Day, Dusk and Night**.
- Each of these stages is indicated by a **different color hue on the main directional light** “The Sun”.
- **During night hours plant growth comes to a halt** because the counting of sun hours stops.
- **Spawn rate of zombies increases at night** making it more dangerous for the character.

Seasons & Weather:

- All four seasons which we know from our everyday life exist in Farm of the Dead as well: *Spring, Summer, Autumn and Winter*.
- Surviving and managing character values can become a greater challenge depending on the season and the current weather.

Weather States:

Temperature: Mild, Hot, Cold

“Mild” Weather:

- Character values decrease at their average rate depending on the character’s regular activities.

“Hot” Weather:

- The character has to spend more energy for conducting regular activities like operating tools or gathering resources.
- Recovery and fluid balance decrease at a faster rate.
- Increases the risk of causing the “exhausted”, “unfocused”, “jittery” and “fatigued” state.

- The player can counter act this risk by:
 - consuming food with high calories and vitamin values
 - increased fluid supply
 - wearing protective clothing.

The “hot” state weather is **indicated by a screen space overlay with a reddish hue** on UI.

“Cold” Weather:

- The number of calories, proteins and vitamins the character has to take in to stay bodily functional and keep energy up is much higher.
- Risk of the “exhausted” and the “weak” state are especially high.
- The “jittery” state is also likely (since muscles start to shake heavily).

- The player can counter act this risk by:
 - consuming food with high calories, vitamin and especially protein values
 - wearing protective clothing
 - positioning the character near a heat source

The “cold” weather state is **indicated by a screen space overlay with a bluish hue** on UI.

Clouds & Precipitation:

- Depending on the season the probability for clouds increases or decreases.
- Based on that probability the “Weather Machine” determines if it is “cloudy”

- If it is cloudy 3 weather phenomena might occur with their own probability based on the current season:

Rain, Snow and Fog

Rain:

At the current state of development **rain** has no immediate negative effect on the character.

- Its visualization* makes the game more vivid
- **Automatically waters plants at 5 units/ in-game hour.**

* A particle system is used to create scenic rain on screen.

Snow:

- Snow as well has no negative effect on the character but the precondition for snow is the “cold” state which has quite a devastating impact on character values.

- Its visualization makes the game more vivid.*

* A particle system is used to create scenic snow on screen.

Fog*:

- Dangerous for the player because zombies are more difficult to see.
- BUT also inhibits zombies vision (line of sight)

* currently realized as a screen space overlay image on main canvas



Two screenshots from Farm of the Dead with rainy weather & snow fall.

NPCs:

- Can be found in map areas other than “The Farm”.
- Roam freely in “Survivors Camp”
- Barricaded and hidden in “The Town” (about 10), “The Woods” (about 5), “The Highway” (1)
- Can be escorted out of perilous areas → will reappear in “The Survivors Camp”

- Serve the purpose of:

- making the world feel less lonely
- providing some story elements & small quests
- trading partners for precious items characters cannot produce themselves/ have a lack off.

Interaction with NPCs:

- mostly via simple dialogue and trading windows
- a simple “random movement”-script shall be implemented to make “The Survivors Camp” more vivid
- a “follow player”-script shall be implemented so the player can rescue them of perilous areas
- putting them to work on the farm is imaginable, but currently not thought of as a must

Trading with NPCs

- Currency has largely lost its value. Items will be exchanged for other items at a rate depending on **the need of the NPC** and their **sympathy for the character**.
- Sympathy increases and thus exchange rates for the character when:
 - The character has rescued them
 - The character completed a quest for them
 - Provides them regularly with the items they are especially interested in

Zombies:

Sample Art for Zombies in Farm of the Dead:



Some Zombies from different asset stores giving an impression what the zombies in Farm of the Dead should like like.

To the left: “Free Zombie Villager Chibi Character Sprites“ (no author mentioned): <https://craftpix.net/freebies/free-zombie-villager-chibi-character-sprites/>; Center: “Zombie Outbreak Game Sprites” by Zuhria A. on the Unity-Asset-Store: <https://assetstore.unity.com/packages/2d/characters/zombie-outbreak-game-sprites-95586>; to the right: “Zombie Character” by Segel on opengameart.org: <https://opengameart.org/content/zombie-character>.

The Role of Zombies in the Game:

- Farm of the Dead is first and foremost as a farming and crafting game:
- Fighting off or keeping away from zombies should not be an impossible task
- It will not will it require great weapon mastery nor is it designed for frame rate dependent survival.
- Nonetheless: There should be enough zombies to bring thrill to the game.

Zombie Mechanics:

- Neither especially fast nor especially clever (so more of the classic type).
- Get faster when they have spotted the character: in line of sight.
- **Keen sense of hearing:**
- Using tools, crafting items, opening/closing windows/ doors makes noise zombies can here.
- Slowly start to walk in the direction of where the noise came from.

- Spawn every several in-game hours in designated areas on the map.
- The rate depending on the area and the time of day.
- At night more zombies will spawn.

Wounds, Infection and Character Death:

- Zombie cause damage by scratching and biting; the damage value depending on a zombie's level
- Not every damage dealt to the character by zombies will infect them with the zombie virus
- Depending on the character's equipment there is 5-20 % chance of infection.
- When infected, players have 3 in-game days time to get the antidote (see "The Survivors Camp")
- Turning into a zombie means death or "Game Over" effectively.

Strategy to deal with Zombies:

- It is bad idea to hunt zombies at night
- Clear out your farm in the morning and go about your day is the better strategy.
- Characters have a good chance of survival when they surround the farm with traps.

Saving the Game & Character Death:

- Death in Farm of the Dead means "**Perma-Death**":
- players will have to start a new game when their character dies.

- When a character dies a summary of the player's accomplishments for this character will be saved and displayed:
- including the "days of survival", "total number of items crafted" (tier 1,2,3), also accomplishments like having domesticated farm animals etc.

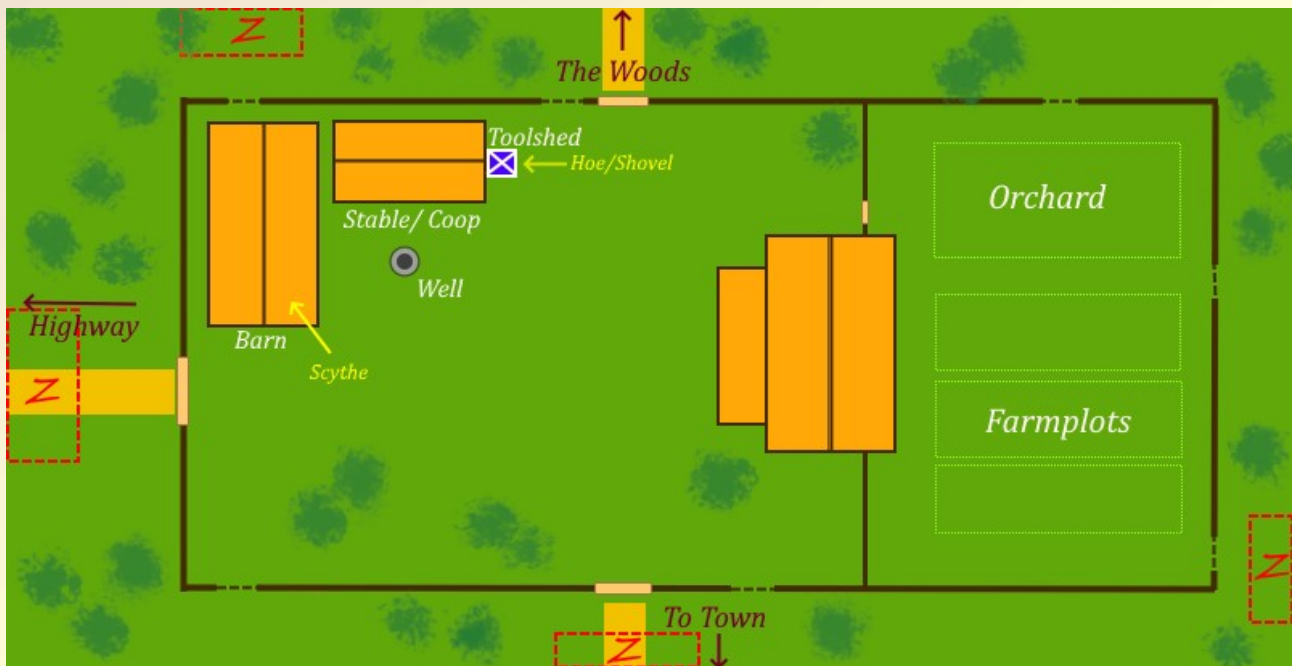
- Otherwise the game will be saved automatically each day at 04.00 in the morning (in-game time).
→ So players can continue each day at dawn effectively.

Map Areas:

The Farm:

- The characters main base of operation.
- A lot of empty space on the farm for farm plots and crafting at the beginning of game.
- BUT: Threat of zombie attacks: holes in fences, unbarred window shutters etc.
- Player will start with starter kit at farm:
 - Some canned food, hoe, shovel, watering can and one pack of tomato, potato and bean seeds each.
- BUT: Will only suffice for the first few days:
 - exploratory and loot ventures necessary!

A draft of the map for the Farm:



*Red Z = Zombie Spawn Area

The Woods:

- large area for foraging scarce food resources and hunting small animals
- BUT: dangerous area especially at night: zombies might appear suddenly behind trees
- player can find crucial items and livestock here:
 - Ax, Pick Ax, Machete
 - runaway animals: 1 cow, 1 goat, 2 pigs, 4-10 chicken
→ milk, meat and egg production
- player might also encounter a few NPC's hiding in the woods
 - wood paths lead to SURVIVORS CAMP

The Survivors Camp:

- SAFE PLACE in game (more than farm): highly secured; zombies are taken out before reaching gate.
- Serves as a MARKET PLACE: player can trade farm crops and other items for things:
 - Limited amount of ammunition, fire arms, medicine, electrical devices and fuel available.
- Place for accepting small QUESTS; e. g.:
 - “I lost my brother/sister [or other relative/ friend] while escaping the zombie hordes. I have last seen them at [...]. Can you have look for me?”
 - “I miss [item name]. I think, I have seen some/ left it at [place name]”

The Town:

- Best place for looting items characters cannot produce themselves (e. g. firearms, fuel or medicine)
- BUT: MOST DANGEROUS PLACE OF THE GAME: CRAWLING WITH ZOMBIES
- Player/ Character can ENCOUNTER NPCs who barricaded themselves in houses
 - Can be escorted safely out of town and brought to SURVIVORS CAMP: REWARDS awaiting!

A map of “The Town”:



The Highway:

- Characterized by an endless trail of cars: the leftover remnants of those who tried to escape the zombie apocalypse as fast as possible

- 2nd best place for collecting loot, especially:
 - scrap metal (crafting ingredient, largest amount in game) + ammunition, electric devices
- BUT: 2nd most dangerous area in game as well
- Scene/ map very large in one direction but also very narrow in the other.
- Not much space in between one car and another.
- Only small margin at borders of map allowing for free movement ↔ if not clogged by zombies.

Implemented Game Mechanics:

Character:

Character Controller,
Character Animation (on placeholder character),
Character “Stats”-Controller
Character Statistics UI

Interaction with game objects

(based on base class calculating distance to player, registering input, virtual methods for defining specific behavior in override methods like “add to player inventory“)

Planting & harvesting crops
Gathering resources

Combat System - Character vs. Zombie: attack, cause damage, get hurt, die: on both sides

Enemies/ Zombies:

Zombie Controller
Zombie “A. I.” (“hear noise”, follow player, attack)

Dialogue System/ Dialogue UI

Items & Equipment

Inventory System
Container Inventories
Inventory UI
Crafting System
Crafting UI

Time Cycle

Time-Machine
Day-Night-Cycle

Seasons & Weather

Seasons
Weather-Machine
Weather UI

References and attribution notes:

Currently, Farm of the Dead is still using placeholder sprites and icons from the *Unity Asset Store* and *Open Game Art* (and maybe some will even be used in the release version).

The sprites which can be seen in the screenshots have the following origins:

Character Sprites:

Have been generated with **Universal LPC Spritesheet Generator** by **Sander Frenken**:

https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator/#?body=Body_color_light&head=Human_male_light

The sprites used by this generator: Free/Libre pixel art sprites from the [Liberated Pixel Cup](#) and [OpenGameArt.org](#). License: [CC-BY-SA 3.0](#).

Landscape Background Tile Sets:

2D Fantasy Forest Tileset by **Hyper Luminial Games**:

<https://assetstore.unity.com/packages/2d/environments/2d-fantasy-forest-tileset-19553>

UI Backdrops:

Fantasy Wooden GUI by **Black Hammer**:

<https://assetstore.unity.com/packages/2d/gui/fantasy-wooden-gui-free-103811>

Crops and Food Icon Sprites:

"[LPC] Crops" by **bluecarrot16**, **Daniel Eddeland (daneeklu)**, **Joshua Taylor**, **Richard Kettering (Jetrel)**. Commissioned by castelonia. See CREDITS-crops.txt.

<https://opengameart.org/content/lpc-crops>

Item Icons:

[LPC] Items and Game Effects – a collection by **Reemax**:

<https://opengameart.org/content/lpc-items-and-game-effects>

In turn crediting: *Tuomo Untinen*, *Lanea Zimmerman (AKA Sharm)*, *Johannes Sjölund AKA Wulax*, *Stephen Challenger AKA Redshrike* for the artwork.