

Credits for WG Realms: Demon Throne

WG Realms: Demon Throne is a free standalone game on the EDuke32 platform. It is a first person shooter with RPG elements and a large world to explore.

Main Credits (see bullet points below for details)

William Gee Level creation / world design, story, quests
Dan Gaskill Coding. Also dialog writing, some character concepts and voice acting.
“sebabdukeboss20” Sprites creator / Art Director
Cage Most of weapon designs and art, some sprite effects
“Forge” Testing, consulting
“Doom64hunter” Testing, consulting
“Geedra” Testing, consulting
Merlijn Van Oostrum Testing, consulting, title music
Maarten Van Oostrum Testing, consulting, title music
“AliCatGamer” Voice acting
Eddie Teach Voice acting, also dialog writing

In addition to the tasks they are credited for above, most team members also contributed in various other ways, such as by providing technical advice, edits to art tiles, sound and music gathering, and map fixes.

Additional Credits

These are credits for people who made content that was used in WG Realms: Demon Throne, even though they did not work on the game. In many cases their work is being used without express permission.

Dzierzan of duke4.net for his Cannon voxel

Youtuber VGMrawk, for his remix of Stage 2 Trojan for used as a boss music

Phredreeke of duke4.net forums – used processing techniques in combination with the ESRGAN to create some 2X upscaled art of old sprites

The entire EDuke32 development team – Made the platform that our game runs on

Various uncredited musicians and sound effect artists – yeah, we took your work from various sources. We honestly don't know who you are, but would happily include your names otherwise.

Miscellaneous artists who made sprites and textures for Doom projects, downloaded from realm667 2.0 credits Levels.

"Castle Demonhorn" by Spiker

"Utter Chaos" by Daniel Mason

"KNEE DEEP" by Drek and Micky C

William Gee edited the levels to make compatible with Demon Throne, and added the HALL HUB level.

Tested by Ninety-Six Music : Kadmium - Knee Deep in the Dead

based on At Dooms Gate by Bobby Prince

3.0 CREDITS

William Gee / Level creation

Dan Gaskill / Coding

“sebabdukeboss20” / Sprites creator / Art Director

Anton Z / Voxel artist

Dr Shotgun / Beta Testing

Doom64hunter / consulting / Eduke32

Hectic Realms

Mike Norvac / Level Design.

William Gee edited the levels to make compatible with Demon Throne, tested by Dr Shotgun.