Sources

For hit detection between the polygon and bounding rectangle we used a method created by StackOverflow user 1337ingDisorder found here: <https://stackoverflow.com/questions/28522313/java-libgdx-how-to-check-polygon-collision-with-rectangle-or-circle>

For character animations and all others. Explains how to create sprite sheet using texturepacker and split up the sheet using code.

<https://github.com/libgdx/libgdx/wiki/2D-Animation>

<https://www.gamefromscratch.com/post/2015/02/27/LibGDX-Video-Tutorial-Sprite-Animation.aspx>

Used this repository and its supporting documents to understand how to use firebase with Libgdx <https://github.com/mk-5/gdx-fireapp>