**Items used from the internet**

**Galaxy Background:**

<https://wall.alphacoders.com/big.php?i=805197>

**Sprite:**

<https://bittyjava.files.wordpress.com/2009/11/scooter-sprite-99.png>

**Hearts:**

<https://www.bridginghearts.org/images/hearts.png>

**Eggs:**

<http://www.pngpix.com/download/egg-png-vector-transparent-image>

**Birds:**

<http://img3.wikia.nocookie.net/__cb20110723180125/angrybirds/images/2/29/Angry_Birds_Sheet_Full.png>

**Credits for any lines of code used that are not mine:**

Credits for the levels system to Hari Krishna, I got the idea and some lines from his game (which are going to be indicated in the next few lines) “ballimination”.

Link to “ballimination”: <https://github.com/Cantzon/Ballimination>

Lines location in his code:

From line 535 – 545

From line 623 – 636

From line 628 – 708

(Clarification: the version I have from his lines is totally modified and has a lot of different features added to suit my game, so it isn’t copy pasted.)

Lines location in my code:

From line 343 – 437

From line 562 – 576

From line 795 – 804

From line 829 – 846