1. Physics:

<http://gamedevelopment.tutsplus.com/tutorials/how-to-create-a-custom-2d-physics-engine-the-basics-and-impulse-resolution--gamedev-6331>

<https://github.com/libgdx/libgdx/wiki/Box2d>

<https://www.youtube.com/watch?v=IDZMRDb1A_M#t=812> Unit Conversion

1. Collision:

<http://programmersweb.blogspot.ca/2012/07/simple-libgdx-box2d-bouncing-ball.html>

1. Sidescrolling

<http://truongtx.me/2013/04/28/scrolling-background-for-2d-game/>

<http://www.youtube.com/watch?v=qyRHKkkSa9s>

<http://novumbit.com/test-how-to/basic-side-scrolling-implementation-in-libgdx/>

Real one: <https://code.google.com/p/libgdx-users/wiki/ScrollingTexture>

<https://github.com/libgdx/libgdx/wiki/Orthographic-camera>

4) Buttons

<https://github.com/libgdx/libgdx/wiki/Texture-packer>

<http://stackoverflow.com/questions/21488311/libgdx-how-to-create-a-button>

http://gamedev.stackexchange.com/questions/60123/registering-inputlistener-in-libgdx