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](https://www.youtube.com/watch?v=IDZMRDb1A_M" \l "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/>

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<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>

      5) Tiled Maps

<https://www.youtube.com/watch?v=qik60F5I6J4>

      6) Flying like Jetack JoyRide and flappy bird

http://stackoverflow.com/questions/22442495/smooth-fly-movement-like-flappy-bird-or-jet-pack-joy-ride-with-gravity-and-accel