**Jet Set Train Wreck References**

Animated Sprites

<http://patsobo.com/game-tutorial-sprite-class-part-1/>

<https://github.com/Microsoft/DirectXTK/wiki/AnimatedTexture>

Camera

<http://www.david-amador.com/2009/10/xna-camera-2d-with-zoom-and-rotation/>

Ladder Sprite

<https://zeldawiki.org/images/thumb/a/a1/HW_Ladder_Sprite.svg/120px-HW_Ladder_Sprite.svg.png>

Player Sprites

<https://s-media-cache-ak0.pinimg.com/originals/34/8e/e2/348ee25aa004b30947eca79261c59431.png>

Platform sprite, collectable sprite, Enemy sprite, Enemy Sprite 2(Horizontally moving), Buzz saw

Jet Set Willy [Game] [Matthew Smith](https://www.google.co.uk/search?q=Matthew+Smith+(programmer)&stick=H4sIAAAAAAAAAOPgE-LUz9U3MIwvzyhWAjONCpOMs7SUs5Ot9JPL0vWT83MLSktSi-LLMlNS89MTc1OtUlKLM9PzUosARW8QTT0AAAA&sa=X&ved=0ahUKEwiRjN2bw7fSAhWGA8AKHdjjB0oQmxMIlwEoATAW).  [Software Projects](https://www.google.co.uk/search?q=Software+Projects&stick=H4sIAAAAAAAAAOPgE-LUz9U3MIwvzyhWAjMtiipLKrRUspOt9JPL0vWT83MLSktSi-LLMlNS89MTc1OtUlLLUnPyC1KLANbvD-0-AAAA&sa=X&ved=0ahUKEwiRjN2bw7fSAhWGA8AKHdjjB0oQmxMIoAEoAjAY), 1984

Player Physics – Tim Penfold