List of Sources

1. Conner Anderson YouTube video tutorials on everything Box2D
   1. <https://www.youtube.com/user/samich15/videos>
   2. <https://www.youtube.com/watch?v=hCiqh6cG7gE> Averaging between targets
   3. <https://www.youtube.com/watch?v=W68WswniZCI> Contact Listener
2. Short definition (collision detection)
   1. [https://docs.oracle.com/javase/tutorial/java/nutsandbolts/datatypes.htm](https://docs.oracle.com/javase/tutorial/java/nutsandbolts/datatypes.html)
3. Sprite following the mouse cursor (radians to degrees conversion)
   1. <https://gamedev.stackexchange.com/questions/88317/sprite-rotation-libgdx>