Appendix – Resources

To create the Musical Role Playing Game, I needed to refresh my memory on collisions as well as find a resource for sprites. I found the following video on sprites and in addition learned the basics of Godot Game Engine for this game with movement and collisions:

- https://github.com/uheartbeast/youtube-tutorials
- https://github.com/uheartbeast/youtube-tutorials/blob/master/Action%20RPG/Action%20RPG%20Resources.zip
- https://www.youtube.com/c/uheartbeast/playlists

Moreover, for the music used in this game I used music from *Cadence of Hyrule*. I asked Nintendo for permission to use their music via placing copyright claims, but they responded with "we can't give permission as part of our policy" as they get asked constantly. So they don't approve or disapprove. Moreover I used a title screen song from MassEffect.

- https://www.youtube.com/watch?v=Q_JVEXDrJYg
  - All credits and copyright to this song belong to BioWare ©
- https://www.youtube.com/watch?v=794Mi8q5hdQ&list=PLchGsFtT6nrSwPAve39lPdeKr1OWWAk5j&index=4
  - All credits and copyright to this song belong to Nintendo ©

For the programming of this project, I found that the most important resources that were available for the interface development were the GDScript Documentation and Tutorials available from Godot as they gave step-by-step instructions on how to implement and add Node functionality and function creation.

- https://docs.godotengine.org/en/stable/index.html
- https://godotengine.org/qa/
- https://godotengine.org/qa/15160/how-to-make-part-of-script-always-repeat-in-loop-after-seconds