

Most of the sprites are take from:

<https://assetstore.unity.com/packages/2d/characters/free-pixel-space-platform-pack-146318>

Two sprites are taken from:

<https://github.com/zigurous/unity-flappy-bird-tutorial/tree/main/Assets/Sprites>

Some primary features in the prototype are heavily influenced by the scripts from:

<https://github.com/zigurous/unity-flappy-bird-tutorial/tree/main/Assets/Scripts>

[https://www.youtube.com/watch?v=jut\\_Qlt85EI](https://www.youtube.com/watch?v=jut_Qlt85EI)

Some sprites, features and parts of scripts are influenced by :

<https://answers.unity.com/questions/1206805/loading-and-unloading-scenes.html>

<https://www.youtube.com/watch?v=-dMtWZsjX6g>

<https://answers.unity.com/questions/1744833/checking-if-all-gameobjects-in-list-are-inactive.html>

<https://www.youtube.com/watch?v=QnT-2KxVvyk>

<https://www.youtube.com/watch?v=gbglA3pwpHc>

<https://answers.unity.com/questions/1607489/why-sprite-editor-cant-trim-my-image.html>

<https://answers.unity.com/questions/885177/trying-to-use-the-sprite-editor-but-most-of-the-bu.html>

<https://answers.unity.com/questions/601356/how-do-i-crop-a-sprite.html>

<https://answers.unity.com/questions/1301204/how-to-change-rigidbody2d-body-type-or-change-whet.html>

One of the UI sprites used in the prototype are taken from:

<https://in.pinterest.com/pin/555983516502799332/>

**\*\*This game prototype is extended from COMP4002 second lab exercise**