Player rotation:

<https://gamedev.stackexchange.com/questions/88317/sprite-rotation-libgdx>

Clickable buttons:

<https://stackoverflow.com/questions/24501268/how-do-i-detect-if-a-sprite-was-touched-in-java-libgdx>

Collision detection:

<https://stackoverflow.com/questions/42829931/libgdx-collision-detection-between-sprites>