# Introduction to Games Programming- Assignment 2

## Bibliography

### Assets

Player character I got from the platformer examples

Zombie AI character same as the player

Background tile same

All other assets were created by me with most (all but one) coming from my stencil game which I created and what gave me the inspiration to do the game

### Programming

All code that was used in the game taken from the Platformer improved case study

All code that wasn’t (main menu, text writer and game over) taken from Breakout case study