Code Citations

BasicChase2D.cs

This code was taken from the CCT423 code library and modified.
How to chase a game object in 2D:
https://www.youtube.com/watch?v=2SXa10ILJms

How to flip a sprite based on direction:
https://vionixstudio.com/2022/03/30/how-to-flip-a-sprite-in-unity/#:~:text=FlipX%20flips%20the%20sprite%20along,FlipY%20checkbox%20on%20the%20SpriteRenderer.

CountdownTimer.cs

Countdown timer displaying minutes and seconds:
https://gamedevbeginner.com/how-to-make-countdown-timer-in-unity-minutes-seconds/

EscapeToMenu.cs

Katopo, J.

FToRestart.cs

Katopo, J.

MainMenuControl.cs

This code uses parts from the CCT285 code library.

PlayerCollisions.cs

How to add player collision detection:
https://youtu.be/0ZJPmjA5Hv0

PlayerMovement.cs

Line 44 of this program was taken from the SmoothCompassMovement2D script in the CCT423 code library.
How to add movement in a 2D game:
https://forum.unity.com/threads/move-left-right-up-down-script-for-noobs-c.168848/

Shows several ways to implement different types of jumps.
Also shows how to implement variable jump height:
https://gamedevbeginner.com/how-to-jump-in-unity-with-or-without-physics/

Common mechanics for player movement in good 2D platformers:
http://www.davetech.co.uk/gamedevplatformer

Documentation for the drag property in Rigidbody2D components:
https://docs.unity3d.com/ScriptReference/Rigidbody2D-drag.html

Documentation for the GetAxis method under the Input class:
https://docs.unity3d.com/ScriptReference/Input.GetAxis.html

How to check if the player is touching the ground:
https://www.youtube.com/watch?v=c3iEl5AwUF8

Parts of PlaySoundsOnKeyPress.cs from the CCT423 code library were used.
How to play multiple audio sources using button presses:
https://frederikmax.com/?p=912

How to add player animations:
https://youtu.be/hkaysu1Z-N8

How to flip a sprite based on direction:
https://vionixstudio.com/2022/03/30/how-to-flip-a-sprite-in-unity/#:~:text=FlipX%20flips%20the%20sprite%20along,FlipY%20checkbox%20on%20the%20SpriteRenderer.