List of Sources

The sources where we got some of the code we used were:

* <http://www.kilobolt.com/day-5-background-and-sprites/unit-2-day-5-background-and-sprites>
  + This website was used as a backbone to what would later be the code that allows for the smooth background scroll found in the game. There were some modifications to this code that allowed for the background to scroll in both directions and more of the work is done in the Background class.
* <http://stackoverflow.com/questions/16761630/font-createfont-set-color-and-size-java-awt-font>
  + This website was used as a quick guide on how fonts worked and how to recolour the font to allow for the display of values such as Health, MP and score
* <http://stackoverflow.com/questions/21225760/how-do-i-implement-java-swing-gui-start-screen-for-a-game-with-drawstring-and-dr>
  + This website was used to implement a title screen to allow the end user to choose between multiple gameplay options and game modes.