

References

- Can Rigidbody 2D collide with 3D Colliders?.* (2013, November 22). Unity Answers. Retrieved April 04, 2020, from <https://answers.unity.com/questions/580769/can-rigidbody-2d-collide-with-3d-colliders.html>
- John, (2020, February 25). *How to make a countdown timer in Unity (in minutes + seconds)*. gamedevbeginner. <https://gamedevbeginner.com/how-to-make-countdown-timer-in-unity-minutes-seconds/>
- Price, S. (2020, March 23). *CS 583 Week 9 Day 1 - Animations* [Zoom Lecture].
- Price, S. (2020, April 11). *2D Game Programming Basics Rigid Bodies, Colliders* [PowerPoint slides].
- Price, S (2020, April 11). *2020_Week_11_Day_2_Sounds_and Audio* [PowerPoint slides].
- [Reso Coder]. (2017, March 24). *Singletons in Unity - Simple Tutorial for Beginners* [Video]. YouTube. <https://www.youtube.com/watch?v=CPKAgyp8cno>
- Snabisch. (2015, May 31). *The Happy Bride*. OpenGameArt.Org. <https://opengameart.org/content/the-happy-bride>
- [SpeedTutor]. (2017, September 30). *Background Music / Audio in Unity* [Video]. YouTube. <https://www.youtube.com/watch?v=BKCsH8mQ-IM>
- Unity User Manual (2019.3)*. (2020, April 07). Unity Documentation. <https://docs.unity3d.com/Manual/index.html>
- Unity Tutorials: How To Make a Health Bar in Unity!.* (2020, March 06). WEEKLYHOW. Retrieved April 02, 2020, from https://weeklyhow.com/how-to-make-a-health-bar-in-unity/#Creating_the_Health_Bar
- Waldo, [Press Start]. (2018, August 18). *Unity - Keeping The Player Within Screen Boundaries* [Video]. YouTube. https://www.youtube.com/watch?v=ailbszpt_AI

Zotov, A. [Alexander Zotov]. (2017, May 7). *How to spawn random prefabs in Unity game | Simple Unity 2D tutorial* [Video]. YouTube.
https://www.youtube.com/watch?v=ao_BZMORqQw

2D Sprite always behind background. (2016, August 02). Unity Forums. Retrieved April 09, 2020, from <https://forum.unity.com/threads/2d-sprite-always-behind-background.421276/>

Other Websites used

Website used for creating art:

<https://pixlr.com/x/>

Website used for generating character:

<https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator/>