**Works Cited**

Used the Python Pygame (MIT License so open for basically whatever) Library for gaming design. Specifically used the following example projects to base our views:

* computer graphics
* sound libraries
* video games

Documentation is generated from pydoc

UML diagrams made with Lucichart

<https://www.lucidchart.com/documents#docs?folder_id=201095351&browser=list&sort=saved-desc>

Gantt Chart mad with Excel 2016

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Shark Icon. shark.jpg. <http://myhealthspace.co/cute-shark/>

User Guide template: <http://sce2.umkc.edu/BIT/burrise/pl/appendix/Software_Documentation_Templates/>

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