**List of Sources:**

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For Learning Box2D for Processing (which we didn't end up doing...):

<http://natureofcode.com/book/chapter-5-physics-libraries/> // Box2D - Nature of Code

<http://www.gamefromscratch.com/page/LibGDX-Tutorial-series.aspx>

<https://libgdx.badlogicgames.com/nightlies/docs/api/com/badlogic/gdx/physics/box2d/Box2DDebugRenderer.html> //Box2DDebugRenderer

<http://www.badlogicgames.com/wordpress/?p=2017> // Scrolling Box2D

<http://www.jbox2d.org/processing/> // JBox2D - BoxWrap2D

<http://www.jbox2d.org/processing/doc/org/jbox2d/p5/Physics.html> // JBox2D Documentation

Class Inheritance and Related Material:

<https://processing.org/examples/inheritance.html>

<https://processing.org/reference/extends.html>

<https://processing.org/reference/super.html>

Other:

<http://www.hobbygamedev.com/int/platformer-game-source-in-processing/> // used for scrolling

<https://processing.org/reference/textAlign_.html> // used to center messages

<https://forum.processing.org/one/topic/timer-in-processing.html> //was helpful for displaying a timer

<https://www.processing.org/discourse/alpha/board_Syntax_action_display_num_1087808386.html> // shorter way for “if/else” that is compatible with strings (ternary operator)

<https://processing.org/reference/conditional.html> // shorter way for “if/else” that is compatible with strings (ternary operator)

<https://processing.org/reference/for.html> // shorter/modified for loop

<https://processing.org/reference/PVector_normalize_.html>

<https://processing.org/reference/PVector_mult_.html>

<https://processing.org/reference/PVector_sub_.html>

<http://forum.processing.org/one/topic/displaying-a-part-of-the-image.html> // was used for the scratch but not in the main program

<http://code.compartmental.net/minim/> // audio

<http://code.compartmental.net/tools/minim/quickstart/> // audio

<https://processing.org/reference/atan2_.html> // fancy trig function to rotate the laser gun image towards the player

<https://forum.processing.org/one/topic/need-help-rotating-an-image-to-face-the-mouse.html> // how to “properly” use the fancy trig function to rotate the laser gun image towards the player

<https://processing.org/reference/switch.html> // condensed if/else

<https://processing.org/reference/String_equals_.html> // check if one string is (truly) equal to another

<https://processing.org/reference/trim_.html> // remove whitespace before and after a string

<https://processing.org/reference/textWidth_.html> // used to calculate the width of string so that we can draw a blinking line after the inputed name

<https://processing.org/reference/textLeading_.html> // adjust line spacing for multi-line messages

<https://processing.org/reference/IntList_clear_.html> // Clear an ArrayList

<https://processing.org/reference/constrain_.html> // constrain function for scrolling

<https://processing.org/reference/loadJSONArray_.html>

<https://processing.org/reference/splitTokens_.html> // for properly calculating the co-ordinate when loaded from a JSON file (it loads as a string)

<https://processing.org/reference/saveJSONArray_.html> // for saving the JSON array that conatins info about the user.

<https://processing.org/reference/JSONArray_append_.html> // for adding the user to the JSON array when they are not found

Older Sources that we stopped using:

<https://processing.org/reference/loadStrings_.html> // load a text file

<https://processing.org/reference/saveStrings_.html> // save a text file

<https://processing.org/reference/append_.html> // append an element in an array