List of Sources

**Camera:**

<https://github.com/libgdx/libgdx/wiki/Orthographic-camera>

<https://libgdx.badlogicgames.com/nightlies/docs/api/com/badlogic/gdx/graphics/Camera.html>

<http://www.gamefromscratch.com/post/2014/12/09/LibGDX-Tutorial-Part-17-Viewports.aspx>

Conner Anderson Camera functions: <https://www.youtube.com/watch?v=M6KAYk9Xup4&list=PLD_bW3UTVsEnRf9k3uZI4V0y5Jcfp-0ER>

**Tiled:**

Make a Tiled map: <https://www.youtube.com/watch?v=qik60F5I6J4>

<http://www.gamefromscratch.com/post/2014/05/01/LibGDX-Tutorial-11-Tiled-Maps-Part-2-Adding-a-character-sprite.aspx>   
<http://stackoverflow.com/questions/20063281/libgdx-collision-detection-with-tiledmap>

Spawn points: <https://www.youtube.com/watch?v=iZFdLJdiJe8&feature=youtu.be&t=298>

Removing a Tile: <http://www.java-gaming.org/index.php?topic=35160.0>

<http://gamedev.stackexchange.com/questions/74821/libgdx-how-do-you-remove-a-cell-from-tiledmap>

**Box2D:**

Creating basic box2d world: <https://www.youtube.com/watch?v=_y1RvNWoRFU>

Parsing a Tiled file to a Box2d World [https://www.youtube.com/watch?v=BcbjBEnIWK](https://www.youtube.com/watch?v=BcbjBEnIWKU)U

<http://gamedev.stackexchange.com/questions/66924/how-can-i-convert-a-tilemap-to-a-box2d-world>

Conner Anderson Box2D Lessons: <https://www.youtube.com/watch?v=_y1RvNWoRFU&list=PLD_bW3UTVsElsuvyKcYXHLnWb8bD0EQNI>

Contact Listening:<https://www.youtube.com/watch?v=ien40lFovG8>

Destroying a body upon collision: <http://box2d.org/forum/viewtopic.php?t=9724>

**Box2DLights:**

Conner Anderson’s lessons:

<https://www.youtube.com/watch?v=p024Ix0I8W0&list=PLD_bW3UTVsEmdPDSc_XAjID5h9VB2Ocn8>

**Other**:

Try/catch: <https://docs.oracle.com/javase/tutorial/essential/exceptions/catch.html>

Sound effects: <https://github.com/libgdx/libgdx/wiki/Sound-effects>

Music: <https://github.com/libgdx/libgdx/wiki/Streaming-music>

FYI. we got our music/sound effects from: <http://www.littlerobotsoundfactory.com/index.html>