**Scratches**

**Buttons Scratch**

To use a button you make a pack file which holds images and indexes them then you set the images for the up and down position of the button. To get the button to do something you have to add an input listener with touchUp and touchDown methods if you want to be able to tell the difference from a press and release.

**Map Scratch**

To make the map we used a tile map editor. To render the map we used a tiled map renderer. A map is basically a list that holds the tiles with there IDs and textures.

**Fireball Scratch**

To get the fireballs to work we made a fireball object that holds a texture, the location, and how the fireball will move. We pass a velocity when the fireball is made to get it to work.