

Plataformas en 2D →

<https://portal.33bits.net/los-plataformas-bidimensionales/>

Mecánicas en Reddit →

[https://www.reddit.com/r/gamedev/comments/1cs79dx/what kind of mechanics are you tired of in 2d/?tl=es-es](https://www.reddit.com/r/gamedev/comments/1cs79dx/what_kind_of_mechanics_are_you_tired_of_in_2d/?tl=es-es)

Coyote Time →

<https://www.hobbyconsolas.com/reportajes/coyote-time-te-hace-vida-facil-jugar-804245>

Scroll Parallax →

<https://blog.hubspot.es/website/interfaz-usuario>

Modo 7 →

https://nintendo.fandom.com/es/wiki/Modo_7

Algoritmo generación procedural →

https://en.wikipedia.org/wiki/Breadth-first_search

Generación de mazmorras en Binding of Isaac →

<https://www.boristhebrave.com/2020/09/12/dungeon-generation-in-binding-of-isaac/>