<https://gamedevelopment.tutsplus.com/tutorials/how-to-learn-pygame--cms-24184>

<http://pygametutorials.wikidot.com/tutorials-basic>

Unit test module: <https://docs.python.org/2/library/unittest.html>

Sprites intro <https://www.pygame.org/docs/tut/SpriteIntro.html> and docs <https://www.pygame.org/docs/ref/sprite.html>.

Game similar to Chip's Challenge: <https://github.com/kcunning/Katie-s-Rougish-PyGame>

Wolfenstein prototype: <https://github.com/mlambir/Pygame-FPS/>

Open-source graphics websites: <http://opengameart.org/>; <http://openclipart.org>

Open-source sounds website: <http://freesound.org>.

Sprites: <https://www.youtube.com/watch?v=4W2AqUetBi4>.

Simple menus: <https://nebelprog.wordpress.com/2013/08/14/create-a-simple-game-menu-with-pygame-pt-1-writing-the-menu-options-to-the-screen/>