Kedelaron

Sources

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

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

*http://www.gamefromscratch.com/post/2014/05/01/LibGDX-Tutorial-11-Tiled-Maps-Part-2-Adding-a-character-sprite.aspx*

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

*the deep dark taurock*

[*http://stackoverflow.com/questions/3342651/how-can-i-delay-a-java-program-for-a-few-seconds*](http://stackoverflow.com/questions/3342651/how-can-i-delay-a-java-program-for-a-few-seconds)

*// tried to use this as well //http://stackoverflow.com/questions/4861859/implement-sound-in-android-application*

*//*[*http://developer.android.com/reference/android/media/MediaPlayer.html*](http://developer.android.com/reference/android/media/MediaPlayer.html)

*// tried to use this http://www.bigerstaff.com/libgdx-touchpad-example/*

*// tried to use this as well //http://stackoverflow.com/questions/4861859/implement-sound-in-android-application*

*//*[*http://developer.android.com/reference/android/media/MediaPlayer.html*](http://developer.android.com/reference/android/media/MediaPlayer.html)

*http://ics3ui.sgrondin.ca/*

*// tried to use this* [*http://www.bigerstaff.com/libgdx-touchpad-example/*](http://www.bigerstaff.com/libgdx-touchpad-example/)

// unused for code but helpful

<http://gamedevelopment.tutsplus.com/tutorials/introduction-to-tiled-map-editor-a-great-platform-agnostic-tool-for-making-level-maps--gamedev-2838>

<https://www.youtube.com/watch?v=zckxJn751Gw>

<http://www.javacodegeeks.com/2012/05/android-game-development-with-libgdx_03.html>

<http://stackoverflow.com/questions/15185799/libgdx-get-swipe-up-or-swipe-right-etc>

<http://gamedevelopment.tutsplus.com/tutorials/parsing-tiled-tmx-format-maps-in-your-own-game-engine--gamedev-3104>

<https://github.com/libgdx/libgdx/wiki/Tile-maps>

http://www.java-gaming.org/topics/mapobjecttobox2dparser-parse-tiledmap-to-box2d/29937/view.html

// used

<https://www.youtube.com/watch?v=Mx_vQU_rMCQ>

<http://www.gamefromscratch.com/post/2014/05/01/LibGDX-Tutorial-11-Tiled-Maps-Part-2-Adding-a-character-sprite.aspx>

<http://gamedevelopment.tutsplus.com/tutorials/introduction-to-tiled-map-editor-a-great-platform-agnostic-tool-for-making-level-maps--gamedev-2838>

<http://www.gamefromscratch.com/post/2014/04/16/LibGDX-Tutorial-11-Tiled-Maps-Part-1-Simple-Orthogonal-Maps.aspx>

<http://www.bigerstaff.com/libgdx-touchpad-example/> (used to help build my own joystick)