**Game reference:**

<https://thecodingtrain.com/>

<https://codepen.io/>

https://github.com

**Game Assets (Sprite sheets for various games):**

https://itch.io/

https://www.shutterstock.com/

https://www.vectorstock.com/

https://www.freepik.com/

**Image Resize (to resize images that are very big):**

http://webresizer.com/

https://tinypng.com/  
**Transparent Background (removes the background for images):**

https://transparent.imageonline.co/

https://photoscissors.com/

https://www5.lunapic.com/editor/

**Sprites Cutter (edit the sprite sheets into single images):**

https://ezgif.com/sprite-cutter

**Sounds (for the own game design):**

http://99sounds.org/free-sound-effects/

http://soundbible.com/royalty-free-sounds-1.html

https://freesound.org/

http://www.gameburp.com/free-game-sound-fx/

**P5.js Debugging:**

https://p5js.org/learn/debugging.html

<https://stackoverflow.com/>

**Website helps to remove the white background:**

remove.bg

**Some Half Created Self Designed Games :**

[**https://github.com/vishikagurbani/Hot-Air-Balloon-stage-4**](https://github.com/vishikagurbani/Hot-Air-Balloon-stage-4)

**https://github.com/vishikagurbani/Zombie-Shooter-stage-4**