

## REFERENCES:

<https://www.youtube.com/watch?v=uAO9Um9SVWA>

[https://www.youtube.com/results?search\\_query=how+to+fire+bullets+in+game+using+physics+libgdx](https://www.youtube.com/results?search_query=how+to+fire+bullets+in+game+using+physics+libgdx)

[https://www.youtube.com/results?search\\_query=2d+bullets+physics+in+physics+libgdx](https://www.youtube.com/results?search_query=2d+bullets+physics+in+physics+libgdx)

<https://www.youtube.com/watch?v=jzFZ7N-SKfk>

<https://github.com/hollowbit/libgdx-2d-tutorial/blob/master/core/src/net/hollowbit/spacegame/entities/Explosion.java>

<https://stackoverflow.com/questions/20796996/create-a-character-selection-screen-with-libgdx>

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

Rest are same references as of static GUI and tut links provided