References Demo 1:

Our game currently is based on Space Invaders developed by Taito, but will be similar to a Bullet Hell game when we are finished

JavaFX:

<https://www.youtube.com/watch?v=l2XhUHW8Oa4>

[https://youtu.be/FVo1fm52hz0](https://youtu.be/FVo1fm52hz0?fbclid=IwAR1edxIrynpkniapT-I52SodRL6S6xuWA7llWzn2h2PGJf8MshM-lJ-hgsY)

ArrayList:

https://youtu.be/k6rTH77tML0?t=76

Inheritance Ideas:

<https://www.youtube.com/watch?v=GDG-wzEZW8E&list=PLEH2kL-crMGFSXqNd98feVwJ_aem1JiEi&index=2>

Using the random function:

<https://stackoverflow.com/questions/5887709/getting-random-numbers-in-java>

timers:

https://docs.oracle.com/javafx/2/api/javafx/animation/AnimationTimer.html

Other:

Verwaal, N. (2019.). *Computer Science 219*. Lecture and Class Examples presented at University of Calgary, Calgary.

*Savitch, W. J. (2018). Java: An introduction to problem solving and programming. Upper Saddle River: Pearson.*