

## **Frameworks e ferramentas utilizadas**

### **Ferramentas e frameworks utilizados pelo desenvolvedor original:**

- LibGDX game framework <http://libgdx.badlogicgames.com/>
- Eclipse IDE <http://www.eclipse.org/>
- <http://www.bfxr.net/>
- Audacity sound editor <http://audacity.sourceforge.net/>
- Linux MultiMedia Studio <http://lmms.sourceforge.net/>
- GraphicsGale <http://www.humanbalance.net/gale/us/>

### **Ferramentas e frameworks utilizados pela nossa equipe:**

- Zube <http://zube.io>
- Astah <http://astah.net>
- Eclipse IDE <http://www.eclipse.org/>
- Bonita <http://bonitasoft.com>
- GoogleDrive <http://google.com/drive>
- GitHub <http://github.com>
- Online LibGDX atlas editor  
<http://rafaeldelboni.github.io/Online-LibGDX-Atlas-Editor/>
- Discord <http://discordapp.com>