

Quellen

Tutorials

- Highscore Table
 - <https://www.youtube.com/watch?v=iAbaqGYdnyI>
- Force Shield Shader
 - <https://www.youtube.com/watch?v=NiOGWZXBg4Y>

Audio

- Level 1 - Music **Level1_Part1, Level1_Part3`**
 - <https://opengameart.org/content/heavy-heist>
- Level 2 - Music **Dark-Amb**
 - <https://opengameart.org/content/dark-ambient-0>
- Level 3 - Music **GalacticTemple**
 - <https://opengameart.org/content/galactic-temple>
- Level 3 - Satellite Sound Effect **zapsplat_science_fiction_gunshot_powerful**
 - <https://www.zapsplat.com/music/powerful-sci-fi-gunshot-x3/>
- Menu Music **ObservingTheStar**
 - <https://opengameart.org/content/another-space-background-track>
- Level 1 Paper Sound **paper**
 - <https://opengameart.org/content/page-turning-sfx-sound-effect>
- Level 2 und Level 3 Button Sound **button**
 - <https://opengameart.org/content/8bit-menu-highlight>
- Player Shield Sound **shield_load**
 - https://www.youtube.com/watch?v=1fMREpVk_iA

Texturen

- Level 1 Skybox
 - <https://opengameart.org/content/sky-box-sunny-day>
- Level 3, Start- und Endszene Skybox
 - <https://www.tyro.github.io/space-3d/>