Reference List

* I debated with my friends Gilberto and Evan the pros and cons of using the getkey() function with the up and down arrows or gravity with the space bar.
* I used Ms. Baruch’s sample application description to get ideas on things to include in my project.
* Juan Morgan gave me the idea to create the game after Otto the orange.
* Sean Adams-🡪 gave me the idea to include Walt the Crane instead of pipes.
* Crane: <https://images.app.goo.gl/WkwQpssJbaNGZrgZ9>
* Otto:<https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&ved=2ahUKEwiV2_GE5rPlAhWim-AKHSAWA20QjRx6BAgBEAQ&url=https%3A%2F%2Fwww.pinclipart.com%2Fpindetail%2FimRmJh_orange-basketball-cliparts-otto-the-orange-logo-png%2F&psig=AOvVaw11Auot707Snjar3HCzzxZ2&ust=1571968740028109>
* Dr. Baruch helped figure out how to change the size of an imported image.
* I used the example from the ColorPicker.py homework to make the function makeButton()
* Found the rgb color combination for the sky blue on this link: <https://www.colorhexa.com/add8e6>
* Used model from BouncyBalls.py to remember out how to msake a class
* Dome: <https://images.app.goo.gl/F1bs75AdVu2mZ4mp7>