References

Code

The code was implemented thanks to the provided classes and the previous labs developed by our lecturer Bobby Law.

Any code not inspired at least in part from the previous labs was gleaned from knowledge posted on the MSDN library (<http://msdn.microsoft.com/en-us/library/60k1461a%28v=vs.80%29.aspx>)

Font

The font used throughout the game is from Metroid Prime: Hunters and was made available for download from Dafont: (<http://www.dafont.com/metroid-prime-hunte.font>)

Images

The backgrounds were all downloaded from Background HQ :(<http://www.bghq.com/index.php>). The specific backgrounds are as follows:

Menu/End Screen: Route 99 from Sonic Advance 3

Water: Hydrocity from Sonic the Hedgehog 3

Lightning: Metropolis from Sonic the Hedgehog 2

Fire: Angel Island from Sonic the Hedgehog 3

Space: Death Egg from Sonic & Knuckles

City: Casino Night from Sonic the Hedgehog 2

Forest: Mushroom Hill from Sonic & Knuckles

Ice: Ice Cap from Sonic the Hedgehog 3

The enemy character is Ridley as he appeared in Metroid Prime, and the player character is Stephen Stills from the video game adaptation of Scott Pilgrim vs the World. They were downloaded from Spriters Resource: (<http://www.spriters-resource.com/>)

Sounds

The sound effect used for attacking is a voice clip of Dale Gribble from King of the Hill.

The background music is Gabbag, a remix of the Duke Nukem theme by Mark Knight, which can be found here: (http://www.youtube.com/watch?v=N0Qqm-AkEo0)