<https://unity3d.com/> - WE NEED TO CITE THIS FIRST AND FOREMOST

<https://www.youtube.com/watch?v=oK_NzdVSxaQ> - Animations

<http://pixelnest.io/tutorials/2d-game-unity/background-and-camera/> - Background Displaying

<https://unity3d.com/learn/tutorials/topics/2d-game-creation/2d-character-controllers> - Controller Scripting

<http://answers.unity3d.com/questions/786644/how-do-i-make-a-power-up.html> - Powerup

<https://www.youtube.com/watch?v=oQ58w0sx-io> - Powerup

<https://www.youtube.com/watch?v=I6xmOMsRWeo> - Camera Bounds

<https://www.xmple.com/wallpaper/black-green-graph-paper-grid--c2-000000-20b2aa-l2-6-150-a-0-f-20-image/> - Background Source

<https://www.youtube.com/watch?v=ZUoaTqZXpSE> - Jumping and GroundCheck

<http://devmag.org.za/2011/07/04/how-to-design-levels-for-a-platformer/> - Level Design Tips

<http://answers.unity3d.com/questions/599263/how-to-make-2d-sprite-tiled.html> - Tiled Sprites Script

https://www.youtube.com/watch?v=IVP2IyV4W04 - Tiled Sprites Without Script Tutorial

<https://www.youtube.com/playlist?list=PLq3pyCh4J1B2va_ftIthSpUaQH0LycRA-> - Tutorials

<http://pyxeledit.com> - Made my sprites in this program.

Some open art sprites that I did not make:

<http://opengameart.org/content/castle-platformer>

<http://opengameart.org/content/lpc-flames>

<http://opengameart.org/content/dirt-platformer-tiles>

http://answers.unity3d.com/questions/1091789/how-do-i-make-my-player-jump-at-a-fixed-height-and.html

http://coffeebreakcodes.com/character-control-with-keyboard-c/

http://answers.unity3d.com/questions/594755/how-to-make-a-message-appear-on-screen.html

http://answers.unity3d.com/questions/952558/how-to-flip-sprite-horizontally-in-unity-2d.html

https://docs.unity3d.com/410/Documentation/ScriptReference/index.Accessing\_Other\_Game\_Objects.htmls

http://answers.unity3d.com/questions/690884/how-to-move-an-object-along-x-axis-between-two-poi.html

https://www.youtube.com/watch?v=qZOzU7sVP5Q

https://docs.unity3d.com/ScriptReference/MonoBehaviour.OnTriggerStay2D.html

http://answers.unity3d.com/questions/599263/how-to-make-2d-sprite-tiled.html#answer-754993

https://docs.unity3d.com/ScriptReference/Physics2D.IgnoreCollision.html

http://answers.unity3d.com/questions/246872/changing-the-size-of-an-gui-label.html