

# References

gravity

<https://en.sfml-dev.org/forums/index.php?topic=20629.msg148244#msg148244>

<https://en.sfml-dev.org/forums/index.php?topic=11119.0>

spawn enemies

[https://www.youtube.com/watch?v=DZOCzW9e6Qs&list=PL6xSOsbVA1eaJnHo\\_O6uB4qU8LZWzzKdo&index=11](https://www.youtube.com/watch?v=DZOCzW9e6Qs&list=PL6xSOsbVA1eaJnHo_O6uB4qU8LZWzzKdo&index=11)

sound

<https://freesound.org/people/mlteenie/sounds/169233/> crowd cheer

[https://freesound.org/people/pekena\\_larva/sounds/667293/](https://freesound.org/people/pekena_larva/sounds/667293/) jump

<https://freesound.org/people/xtrgamr/sounds/257780/> hurt

<https://freesound.org/people/TheBuilder15/sounds/411462/> bubble pop

<https://freesound.org/people/thestigmata/sounds/202037/> man dying

[https://freesound.org/people/gis\\_sweden/sounds/696601/](https://freesound.org/people/gis_sweden/sounds/696601/) background music

<https://freesound.org/people/broumbroum/sounds/50561/> menu play button sound

fonts

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assets

<https://www.kenney.nl/assets/googly-eyes>

<https://www.kenney.nl/assets/yellow-paint-pack>