Sources

Main Source: Don

https://github.com/captainkesty/vidyagams/

Screens: <https://code.google.com/p/libgdx-users/wiki/ScreenAndGameClasses>

Fixture filtering: <http://www.aurelienribon.com/blog/2011/07/box2d-tutorial-collision-filtering/>

Generic Map Class: <https://bitbucket.org/dermetfan/libgdx-utils/wiki/net.dermetfan.gdx.physics.box2d.Box2DMapObjectParser>

Original method of collision between a body created from the tiled map and a coded one:

<http://badlogicgames.com/forum/viewtopic.php?f=11&t=12470>

Array of Objects: <https://github.com/Mrgfhci/Drop/blob/master/core/src/com/mygdx/drop/Drop.java> line 58

MaskBits and filtering: <http://box2d.org/manual.html#_Toc258082970>

Box2D sensors: <http://www.iforce2d.net/b2dtut/sensors>

Group Indexing: <http://www.gamefromscratch.com/post/2014/09/25/LibGDX-LibGDX-Tutorial-13-Physics-with-Box2D-Part-4-Controlling-collisions-using-filters.aspx>

(more specifically the very bottom, where it talks about the properties being changed based on whether the value is negative or positive)

IntotheWoods team: https://github.com/spidermanchild/IntoTheWoodsMultScreens

Don and Kevin’s code for hit detection

Mr. Grondin’s ButtonScratch: <https://github.com/Mrgfhci/LibGDX1>

<http://docs.oracle.com/javase/tutorial/java/concepts/inheritance.html>

Distance checking: <http://badlogicgames.com/forum/viewtopic.php?f=11&t=12813>

Raycast: <http://www.iforce2d.net/b2dtut/raycasting> (converted from C++ to Java)

- Source SDK 2013 for the general concept from “cliententitylist”, the implementation was much different but the overall idea is similar: <https://github.com/ValveSoftware/source-sdk-2013/blob/master/sp/src/game/client/cliententitylist.cpp>