Links we used throughout the semester:

* General information: http://3ui.sgrondin.ca/
* For help with the random generation within set parameters: <https://stackoverflow.com/questions/7961788/math-random-explained>
* For help with figuring speed and size bars we look to the concept from this video: <https://www.youtube.com/watch?v=jzFZ7N-SKfk>
* For helping incorporate sound and specifically the music we did: <https://github.com/libgdx/libgdx/issues/2537>
* Making the mice grow: <https://gamedev.stackexchange.com/questions/96823/how-to-resize-animation-in-libgdx>
* Hit detection between the mice: <https://stackoverflow.com/questions/11745595/how-to-create-a-rectangle-object-in-java-using-g-fillrect-method> and https://coderwall.com/p/tgobjg/scale-your-sprites-properly-in-libgdx
* Bitmap Font to display the total points for each mouse and which mouse the winner is: <https://stackoverflow.com/questions/12466385/how-can-i-draw-text-using-libgdx-java>
* Changing the font colour of the Bitmap Fonte: <https://stackoverflow.com/questions/12762426/cant-change-font-color-in-libgdx>
* Passing the points variable between screens: <https://stackoverflow.com/questions/40005572/how-do-i-access-one-variable-from-another-class>
* For help with the snake idea we were doing: <http://zetcode.com/tutorials/javagamestutorial/snake/>
* Information on a null pointer exception error related to Bitmap Font: <https://stackoverflow.com/questions/43959998/libgdx-bitmapfont-nullpointerexception>
* More information on Bitmap Font rotation: <https://stackoverflow.com/questions/8508749/draw-a-bitmapfont-rotated-in-libgdx>
* Explanation of the math.random feature, which was used in the randomly generated pellet scratch: <https://stackoverflow.com/questions/7961788/math-random-explained>
* Information on how to draw the bars in the size and speed bar scratch: <https://stackoverflow.com/questions/15397074/libgdx-how-to-draw-filled-rectangle-in-the-right-place-in-scene2d>