Source(s) used

Really, I only used one source, when I was trying to figure out how to do classes. Specifically, learning about inheritance, in class Dude.

Example code: super(new Texture(Gdx.files.internal("boye.jpg")));

This example sets the texture of the sprite to “boye.jpg”.

<https://stackoverflow.com/questions/32654526/libgdx-sprite-from-custom-class-is-not-showing-up>