<https://sergiumatei.artstation.com/>

<https://opengameart.org/users/clint-bellanger>

<http://gamedevgeek.com/tutorials/managing-game-states-in-c/>

http://www.koonsolo.com/news/dewitters-gameloop/

Helpful stuff

<https://gamedev.stackexchange.com/questions/25963/how-do-i-create-a-save-file-for-a-c-game>

<http://www.functionx.com/cpp/articles/serialization.htm>