This document contains sources of code taken from tutorials and programming help websites.

<https://www.youtube.com/watch?v=7s_lcOSnhRM> Movement tutorial part 1 - scripting

<https://www.youtube.com/watch?v=QvbZYKcpjkY> Movement tutorial part 2 – jumping

<https://www.youtube.com/watch?v=p4HOQZ-lADk> Movement tutorial part 3 – camera and only jump when on the ground

<https://answers.unity.com/questions/196381/how-do-i-check-if-my-rigidbody-player-is-grounded.html> - raycast to detect if the player is on the ground

<https://www.youtube.com/watch?v=h2d9Wc3Hhi0> Another movement tutorial part 1 - setup

<https://www.youtube.com/watch?v=IstYXj_k4NA> Another movement tutorial part 2 – movement

<https://www.youtube.com/watch?v=rO19dA2jksk> moving platform tutorial, includes how to stop player form falling off the moving platform