



















References Used Throughout the Code Break Lockdown Creation

<u>Date</u>	<u>Name of Reference /Topic</u>	<u>Team Member Who Used</u>	<u>Link of Reference</u>	<u>How It Was Used/ Extra Notes</u>
1/20	How to Switch Scenes in Godot	SZ SO	 How to... https://docs.godotengine.org/en/stable/tutorials/scripting/singleton_autoload.html#custom-scene-switcher	Video reference is based on Godot documentation information. It shows three different ways that scenes can be changed in Godot.
1/23	Basic Background Creation in Godot 4	SO	 Godot ...	Basic overview of how to keep the window of Godot and the background the same size. Also showed some background blurring to give some depth, which is probably something we will not be using but is a cool tool for the future.
1/28	How to Detect Collisions - Godot Tutorial - Now You Know Too	SO	 How T... https://docs.godotengine.org/en/stable/tutorials/physics/using_character_body_2d.html	Quick knowledge on how to get the player to detect collisions with different 2D body types. A critical mention is that RigidBody2D only works if the last parameter of the move and slide function for the player is set to false .
1/28	How to Best Set Up a Player Text Input System?	SO	How to Best Set Up a Player Text Input System?	Reference about using LineEdit to take player input.
1/28	Change Scenes Manually	SO	https://docs.godotengine.org/en/stable/tutorials/scripting/change_scenes_manually.html	Godot reference on how to change scenes manually.





			https://forum.godotengine.org/t/how-to-load-and-change-scenes/28466/2	
1/28	Change the color of a Label manually	SO	https://www.reddit.com/r/godot/comments/x6l82x/how_to_change_color_of_label_text_via_code/	Reference on how to change the color of a Label node.
1/28	Control Nodes	SO	 Godot ...	If you don't want to read all the Godot documentation yet and would like an overview of Godot control nodes, this video is recommended to get an idea of what's possible in Godot.
1/29	Groups	SO	https://docs.godotengine.org/en/stable/tutorials/scripting/groups.html  Godot ...	References on how Groups work in Godot. Helpful to get an overview of their capabilities. However, I could only get the group call function to work when it was called from a global script. I don't believe it can only be called globally, it's just that it needs to be in the tree when it's called.
1/29	Scene Manager	SO	https://www.nightquestgames.com/changing-scenes-in-godot-4-is-easy/	Another source helping us figure out how we could change scenes in Godot.
1/29	Singleton Method of Switching Godot Scenes	SO	 How to...	Another method of changing scenes. Our method ending up being an amalgamation of a lot of the sources we looked at.
1/29	Scene switching smooth transition	SZ	 Improv...	Helpful video to get some knowledge on to implement a loading screen between scenes in Godot.

1/29	Set Player position when switching scenes	SZ	 Set Pl...	How one might go about setting the player's position when changing scenes in Godot. Note that we do not do this in our game. The Player resets to the position they started at each time they enter and re-enter a scene.
1/29	Scene Manager	SO SZ	 This G...	Very helpful video that helped us develop the scene manager. We were able to download the code used in the video and run through it ourselves in order to write our own code to develop our Scene Manager.
1/30	Scene Manager	SO	 How to...	Another video that helped in developing the Scene Manager. Something that stuck in this video was thinking about how the scene/map loads around the player.
2/10	Collisions and Masks	SO	 Godot ...	Quick video showcasing the how to the collision layers and masks work in Godot.
2/15	Basic Interactions	SO	 Point ...	Video from another Godot game developer outlining their process of programming basic interactions in their game. Helpful to get some inspiration to get started.
2/15	Popups	SO	 Godot ...	Quick video on how to use Popups in Godot. Goes over the basic signals to open and close the popup.
2/15	Menu	SO	 Godot ...	Quick video showing how one might go about making a quick menu in your Godot game.
2/18	JSON in Godot	SO	 How to...	Very helpful video. Used the same code (also noted in the comments of the game) to open the JSON file for the dialogue in Level 4
2/19	Custom Resources	SO	 Custo...	Not a very detailed video, but gives an idea on how Custom Resources can be used in Godot
2/19	Google Sheets for JSON	SO	 Googl...	Another very helpful video for using JSON files. There is a Google extension that allows you to export info in a Google sheet to a JSON file.

				Recommend.
2/25	Cyberpunk Tilemap	SZ	https://livingtheindie.itch.io/pixel-cyberpunk-interior	Source for TileMap used in each of the levels.
3/31	Tileset 2	SZ	https://wibuka.itch.io/tileset-pixel-16x16	More assets used for Tileset
3/21	Tileset 3	SZ	https://free-game-assets.itch.io/free-industrial-zone-tileset-pixel-art	More assets used for Tileset
3/21	Tileset 4	SZ	https://heartmoonlit.itch.io/cyber-city-full-ver	More assets used for Tileset
3/22	Viewport and Window Size	SO	https://forum.godotengine.org/t/how-to-change-window-size-using-gdscript/2861/3	Reference about how to get the screen or window size in Godot. Might help with debugging if having issues with the resolution of the Viewport like we were.
3/25	Global Signals	SO	 Global...	Helpful video that shows how global signals work. Uses a little different syntax than the regular signals used to close a popup.
4/11	Font	GF	https://www.dafont.com/unispace.font	The font that is used for the game
4/11	Atmospheric Lighting	GF	 Godot ...	Video that shows how to add atmospheric lighting
4/11	Game Lighting	GF	 How to...	Another video demonstrating how to add game lighting

4/11	Highlight Clickable Things	GF	 Simple...	Video used as a reference to make things that can be clicked glow in the game
4/11	Buzzing Sound	GF	https://www.fesliyanstudio.com/royalty-free-sound-effects-download/light-buzzing-180	The ambient buzzing sound I used for the terminal in Puzzle One
4/11	Background Music	GF	https://magic-eyes.itch.io/ambient-space	The ambient music that plays in the background of the game
4/11	Scene Transitions	GF	 Scene ...	Video of how to make scene transitions
4/11	Picture	GF	https://superstarworksheets.com/wp-content/uploads/2020/01/AdditionChartColor.pdf	Picture used in the terminal
4/11	Picture	GF	https://unsplash.com/photos/green-artificial-palm-tree-on-seashore-7RyfX2BH0XU?utm_content=creditCopyText&utm_medium=referral&utm_source=unsplash%20%3EUnsplash%3C/a%3E	Picture used in the terminal
4/11	Title music	GF	https://pixabay.com/music/synthwave-	Source of the title screen music

			kim-lightyear-angel-eyes-vision-ii-189557/	
4/11	Success noise	GF	https://pixabay.com/sound-effects/notification-for-game-scenes-132473/	Source of the success noise played in Level 1
4/11	Click noise	GF	https://pixabay.com/sound-effects/click-for-game-menu-131903/	Source of click noise played in Level 1
4/11	Failure noise	GF	https://pixabay.com/sound-effects/error-when-entering-the-game-menu-132111/	Source of failure noise played in Level 1
4/11	Ambient air vent noise	GF	https://pixabay.com/sound-effects/air-vent-1-27167/	Source of ambient noise in Level 1
4/13	Pay slip png	GF	https://www.corpseed.com/news/salary-slip-format-in-excel-word-pdf-download-payslip	Reference used for the payslip in Level 1
4/15	Title card music	GF	https://pixabay.com/music/mystery-alien-presence-154528/	Alternate music for the Title card
4/16	Text box noise	GF	https://pixabay.com/sound-effects/blurr-text-loop-82	Sound for the text in the text box appearing on screen

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4/21	Audio Manager	SZ	 The SI...	Helpful video talking about how audio works in Godot
4/23	Customizing Popups	SO	 Fixing ...	Video to help getting rid of the border of the popup disappearing after using a custom theme
4/23	Font size for Items in Drop Down menu	SO	https://www.reddit.com/r/godot/comments/18yvibz/option_button_items_font_size_not_applying_the/	For some reason, to change the font of the actual items in the drop-down menu in Godot you must edit the Popup Menu Node instead. Was not obvious. Leaving this here in case it helps anyone. Took a while to find this.
4/24	Godot Game Development	YG	 Godot ...	Referenced for player enemy interactions
4/24	Retro Text Adventure Game	YG	 How to...	Used for learning how to make a window and handle user input
4/24	Sound FX	SZ	https://kenney.nl/assets/ui-audio	Sounds for level 3
4/24	Outside ambiance	GF	https://pixabay.com/sound-effects/forest-wind-and-birds-6881/	Sound for the end scene