Our Github:

* <https://github.com/weihanli101/Cygnus-Strike>

For Spaceship.java:

* <https://github.com/libgdx/libgdx/wiki/A-simple-game>

For Background.java:

* <https://code.google.com/p/libgdx-users/wiki/ScrollingTexture>

For Alien.java:

* <https://github.com/libgdx/libgdx/wiki/A-simple-game>
* <http://ics3ui.sgrondin.ca/ss14/ArrayLists.html>

For Camera.java:

* <https://github.com/libgdx/libgdx/wiki/A-simple-game>

For “Background” scratch program:

* <http://gamedev.stackexchange.com/questions/71198/how-do-i-make-a-background-fill-the-whole-screen-in-libgdx>
* <https://code.google.com/p/libgdx-users/wiki/ScrollingTexture>

For “CollisionDetection” scratch program:

* <http://stackoverflow.com/questions/12895822/how-to-draw-a-bitmapfont-in-libgdx>
* <https://github.com/libgdx/libgdx/wiki/A-simple-game>

For “ScratchButton” scratch program:

* Matt Brock
* <http://stackoverflow.com/questions/21488311/libgdx-how-to-create-a-button>
* <http://gamedev.stackexchange.com/questions/60123/registering-inputlistener-in-libgdx>

For “ScratchBox2D” scratch program:

* Jose Rivas
* <http://www.gamefromscratch.com/post/2014/09/10/LibGDX-Tutorial-13-Physics-with-Box2D-Part-2-Force-Impulses-and-Torque.aspx>
* <https://github.com/libgdx/libgdx/wiki/box2d#sprites-and-bodies>