Team <dalai java/>

**Useful Links**

<https://docs.oracle.com/javase/tutorial/> - Java Help Docs, useful as we will be using Java

<http://zetcode.com/tutorials/javagamestutorial/basics/> - Part of a tutorial on how to create games in Java with an example - Useful as we are creating a game in Java

<https://www.gamedesigning.org/learn/java/> - Various game design tutorials for Java

<https://www.youtube.com/watch?v=hBhAWTSu104&list=PLA331A6709F40B79D&index=1> - Tutorial for using threading in Java

<https://www.youtube.com/watch?v=SEQdJF4sXPE&list=PL210C2267A8922854&index=10>

Java Game Development tutorial

<http://zetcode.com/tutorials/javagamestutorial/spaceinvaders/> - Space invaders esque mini game?

<https://www.gamedesigning.org/learn/java/> - List of tutorials for game development in Java

Game Libraries

<https://libgdx.badlogicgames.com/index.html> - java game engine

<https://www.lwjgl.org/>

Organisational Tools

<https://www.wunderlist.com/> - Managing tasks and goals

<https://trello.com/en> - Organisation Tool

<https://github.com/> - Useful for coding in a team

<https://discordapp.com/> - Allows multiple discussions to happen in seperate places

Development lifecycles / models

<https://www.geeksforgeeks.org/software-engineering-spiral-model/> - Example of the Spiral Model, which is what we could use in SEPR

<https://www.scrum.org/> - Website for the SCRUM model, which a lot of teams use

<https://www.toolsqa.com/software-testing/waterfall-model/> - Website for the waterfall model

<https://linchpinseo.com/the-agile-method/> - Agile development for beginners

<https://www.ibm.com/developerworks/rational/library/content/03July/1000/1251/1251_bestpractices_TP026B.pdf> - IBMs page for RUP, which was mentioned in a lecture

Design Tools

<https://www.photopea.com/> - Free Open Source alternative to photoshop