

Medien:

Game Musik: <https://opengameart.org/content/nes-shooter-music-5-tracks-3-jingles>

Menü Musik: [https://opengameart.org/content/factory-ambiance\\$](https://opengameart.org/content/factory-ambiance$)

Spieler: <https://opengameart.org/content/modern-rpg-guy>

Spiel Hintergrund: <https://opengameart.org/content/city-pixel-tileset>

Menü Hintergrund: <https://www.flickr.com/photos/rodrixap/10591484583>

Autos:

- <https://opengameart.org/content/2d-car-sprite-8>
- <https://opengameart.org/content/2d-car-sprite-11>
- <https://opengameart.org/content/2d-car-sprite-4>
- <https://opengameart.org/content/2d-car-sprite>
- <https://opengameart.org/content/2d-car-sprite-0>
- <https://opengameart.org/content/2d-car-sprite-6>
- <https://opengameart.org/content/2d-car-sprite-3>

Sounds:

- Coin <https://freesound.org/people/ProjectsU012/sounds/341695/>
- Jump <https://freesound.org/people/timgormly/sounds/170164/>
- Schaden <https://freesound.org/people/Antikore/sounds/457195/>

Processing / Code:

- ArrayLists <https://processing.org/reference/ArrayList.html>

- Wie man mit Zeit arbeitet:

- <https://forum.processing.org/two/discussion/10141/how-to-switch-currentscreen-after-time-delay.html>

- Player Jump Physik (haben wir nicht gleich gemacht):

<https://forum.processing.org/two/discussion/18548/need-help-with-making-character-jump-in-small-game.html>

- Klassen: <https://processing.org/reference/class.html>

- % (Modulo): <https://processing.org/reference/modulo.html>