

Battleship: Team Crossover Edition

WORKS CITED

Battleship was developed in the Unity engine, utilizing provided libraries.

Libraries cited:

- All UI.Buttons, Dropdowns, and UI Panels set to GameObject variables derive from the UnityEngine.UI Library.
- UnityEngine.SceneManagement library was used for the Scene Manager to reload the game scene.
- UnityEngine library uses the default Start and Update methods created in every .cs file.

Unity3D.com: Unity Documentation Web Page for Object properties and scripting examples.

- Unity User Manual: <https://docs.unity3d.com/Manual/index.html>
- Unity Scripting Reference: <https://docs.unity3d.com/ScriptReference/index.html>

Documentation logo was obtained via <https://nauticus.org/battleship-wisconsin/> .