

# 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.

A line of code in the RestartGame() function can be found in the Unity Answer Forum:

<https://answers.unity.com/questions/46918/reload-scene-when-dead.html>

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/>.

Documentation instructions and config files were provided by the official Doxygen website:

<http://www.doxygen.nl/manual/starting.html>

Sprite Images:

- Explosion: <https://pixabay.com/vectors/explosion-detonation-boom-bomb-417894/>
- Missed/No-Hit: <https://pixabay.com/vectors/no-symbol-prohibition-sign-39767/>
- Check Mark: <https://pixabay.com/vectors/check-mark-tick-mark-okay-right-2025986/>