References

Maths Library

bvisness (2016) Handmade Math (v2.0.0) [C++]. <https://github.com/HandmadeMath/HandmadeMath>

Graphics Library

Microsoft (2009) DirectX 11 (v11.1) [C++] link?

Use of Service Locator

Nystrom, R. (2014) *Game Programming Patterns* Unknown: Genever Benning

Windows.h

GET REFERENCE

Windows Input Events

Microsoft (2019) *Keyboard and Mouse Input* Accessible at: <https://learn.microsoft.com/en-us/windows/win32/inputdev/user-input> (Accessed On: 8 November 2024)