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

How do reference ?!

**Input information**

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

Microsoft (2023) *Taking Advantage of High-Definition Mouse Movement* Accessible at: https://learn.microsoft.com/en-us/windows/win32/dxtecharts/taking-advantage-of-high-dpi-mouse-movement (Accessed On: 17 November 2024)

**JSON Library**

Lohmann N (2013) JSON (v3.11.3) [C++] <https://github.com/nlohmann/json> (Accessed On: 22 November 2024)

**Spotlight Calculations**

De Vries, J. (2014) *Light Casters* Available at: https://learnopengl.com/Advanced-Lighting/Bloom (Accessed: 5 December 2024)

Please add engine architecture reference for pool allocator