-Cursor: - <https://www.reddit.com/r/gamedev/comments/bk6u37/how_to_make_a_grid_snapping_cursor_in_unity/>

-Player Movement: <https://www.youtube.com/watch?v=5Oybo_diWxs&list=PL1XWHwA1jS1SrzGbO6awy1tGHvSfhU7R8>

<https://www.youtube.com/watch?v=zFzSL0J9pgs&list=PL1XWHwA1jS1SrzGbO6awy1tGHvSfhU7R8&index=3>

-BG:- <https://www.wallpaperflare.com/hacking-mr-robot-tv-series-backgrounds-textured-blue-wallpaper-spwex>

-GUI: - <https://opengameart.org/content/new-blue-gui>

Environment:- <https://assetstore.unity.com/packages/3d/environments/lowpoly-environment-nature-pack-free-187052>