<https://web.mit.edu/marleigh/www/portfolio/Files/zork/transcript.html>

<https://iplayif.com/?story=https%3A%2F%2Fifarchive.org%2Fif-archive%2Finfocom%2Fdemos%2Fminizork.z3>

Inventory system: <https://www.youtube.com/watch?v=yxqSkFNAzE0>

QTEs in UE4: <https://www.youtube.com/watch?v=fMStoohSoXE>

Spatial Audio: <https://docs.unrealengine.com/4.27/en-US/Resources/Showcases/SpatialAudioTemple/>

Ladders:

<https://www.youtube.com/watch?v=IByfas_RzZA>

MaterialSwitching:

<https://www.youtube.com/watch?v=DJ7fBSTE45Q&ab_channel=Lusiogenic>

Bp to code stuff:

<https://www.youtube.com/watch?v=Y1QzMsCT68M&ab_channel=MikeStevanovic>

Sequence without set actor:

<https://docs.unrealengine.com/4.27/en-US/AnimatingObjects/Sequencer/HowTo/AnimateDynamicObjects/>

Chanting sound:

<https://freesound.org/people/Jagadamba/sounds/256005/>

Bell sound:

<https://freesound.org/people/cdrk/sounds/264594/>

Pickup/Cloth sound:

<https://freesound.org/people/livvy0221/sounds/467264/>

Mona Lisa:

<https://commons.wikimedia.org/wiki/File:Mona_Lisa_color_restoration.jpg>

Will tailor more precisely towards the end