**References**:

Youtubers;

**quill18creates**

<https://www.youtube.com/watch?v=b7DZo4jA3Jo&t=3212s>

**Brackeys**

<https://www.youtube.com/watch?v=beuoNuK2tbk&t=19s>

<https://www.youtube.com/watch?v=n2DXF1ifUbU>

<https://www.youtube.com/watch?v=zc8ac_qUXQY&t=490s>

<https://www.youtube.com/watch?v=YOaYQrN1oYQ>

**HyperCube Games**

<https://www.youtube.com/watch?v=KxZBAAVvuY4>

All of them accessed in the last month multiple times.

I really tried to do as asked, not to watch all of it and to use it for specific things for my idea. Not to take their ideas and mould into one.

I also tried to use class time and classmates for inspiration to get types of code and methods of upgrading my idea of a basic Tower Defence game.

I would say in conclusion that all I needed to do was put a hell of a lot more time into it after seeing what some of the other classmates have done (John). I have learnt a lot of coding, it’s a lot of trial and error and I think I am getting used to it and finding it gets easier.