Patel, 2018, https://www.linkedin.com/pulse/unity-vs-unreal-engine-more-confusion-game-nisha-patel

Electron, offizielle Dokumentation, 2019, https://electronjs.org/docs/tutorial/support

Brown, 2018, https://news.codecademy.com/javascript-history-popularity/

Developer, Mozilla, 2019, https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Client-side\_web\_APIs/Introduction

Developer, Mozilla, 2019, https://developer.mozilla.org/en-US/docs/Archive/B2G\_OS/API/TCPSocket

Developer, Mozilla, 2019, https://developer.mozilla.org/en-US/docs/Web/API/WebRTC\_API/Protocols

Developer, Mozilla, 2019, https://developer.mozilla.org/en-US/docs/Web/API/WebRTC\_API/Signaling\_and\_video\_calling

Netcraft, WebServer Survey, 2019, https://news.netcraft.com/archives/2019/07/26/july-2019-web-server-survey.html

W3techs, Technology Survey JavaScript, 2019, https://w3techs.com/technologies/details/cp-javascript/all/all

W3Techs, Technology Survey Node.js, 2019, https://w3techs.com/technologies/details/ws-nodejs/all/all

TypeScript, offizielle Doku, https://www.typescriptlang.org/docs/handbook/declaration-files/by-example.html

Patel, freecodecamp article, 2019, https://www.freecodecamp.org/news/what-exactly-is-node-js-ae36e97449f5/

Warcholinski, kein Datum,. https://brainhub.eu/blog/what-is-electron-js/

Blink, Documentation, 2019, https://www.chromium.org/blink

Mandl, 2018, BUCH, https://smile.amazon.de/TCP-UDP-Internals-Protokolle-Programmierung/dp/3658201487/ref=tmm\_pap\_swatch\_0?\_encoding=UTF8&qid=&sr=

Vogl, 2018, https://www.gamingweekender.com/network-connection-types-online-games-affect/

Messner, 2017, https://www.pcgamer.com/the-rise-and-fall-of-for-honor/

Porter, 2017 https://www.techradar.com/news/for-honor-developer-responds-to-networking-and-framerate-criticisms

Luding, Garza, 2017, https://proquest.tech.safaribooksonline.de/book/web-development/http/9781491962435

Gorski, Lo Iacono, Nguyen, 2015, https://www.hanser-elibrary.com/doi/book/10.3139/9783446444386

2: Kazimier, Martin, de Visser, Jeroen (2017): Video games. Playtime is over; with revenue  
surpassing one billion euro in 2018, video games are serious business and here to stay.  
https://www.pwc.nl/en/publicaties/dutch-entertainment-and-media-outlook-2017-2021/videogames.html (2019-06-27)

3: Wijman, Tom (2018): Mobile Revenues Account for More Than 50% of the Global Games Market  
as It Reaches $137.9 Billion in 2018. https://newzoo.com/insights/articles/global-games-marketreaches-137-9-billion-in-2018-mobile-games-take-half/ (2019-07-03)

5. Ristic, Dan (2015): Learning WebRTC. Develop interactive real-time communication applications with WebRTC. Birmingham, UK: Packt Publishing. E-Book

6. Sergiienko, Andrii (2014): WebRTC blueprints. Develop your very own media applications and services using WebRTC. Birmingham, UK: Packt Publishing. E-Book

7. Chopra, Varun (2015): WebSocket essentials, building apps with HTML5 WebSockets. build your own real-time web applications using HTML5 WebSockets. Birmingham, UK: Pack Publishing. E-Book

8. Rieseberg, Felix (2018): Introducing Electron. Desktop apps with JavaScript. Sebastapol, CA: O‘Reilly Media. E-Book