

## Quellen:

- [1] statish49, „Create 3D Room based on Line Drawing“ [Online] Erreichbar unter: <https://forum.unity.com/threads/create-3d-room-based-on-line-drawing.378624/> [letzter Zugriff am 15.01.21]
- [2] „Create 3D Room based on Line Drawing“ [Online] Erreichbar unter: <https://stackoverflow.com/questions/34696531/create-3d-room-based-on-line-drawing> [letzter Zugriff am 15.01.21]
- [3] Game Dev Guide, „Making UI That Looks Good In Unity using Color Palettes, Layout Components and a Blur Panel“ [Online] Erreichbar unter: <https://www.youtube.com/watch?v=HwdweCX5aMI> [letzter Zugriff am 15.01.21]
- [4] Game Dev Guide, „Creating a Custom Tab System in Unity“ [Online] Erreichbar unter: <https://www.youtube.com/watch?v=211t6r12XPQ> [letzter Zugriff am 15.01.21]
- [5] Game Dev Guide, „Fixing Grid Layouts in Unity with a Flexible Grid Component “ [Online] Erreichbar unter: <https://www.youtube.com/watch?v=CGsEJToeXmA> [letzter Zugriff am 15.01.21]
- [6] Farbpalette [Online] Erreichbar unter: <https://flatuicolors.com/palette/cn> [letzter Zugriff am 15.01.21]
- [7] „System.Drawing.dll not found“ [Online] Erreichbar unter: <https://gamedev.stackexchange.com/questions/133372/system-drawing-dll-not-found> [letzter Zugriff am 15.01.21]
- [8] Microsoft Help Page, „Path Class“ [Online] Erreichbar unter: <https://docs.microsoft.com/en-us/dotnet/api/system.io.path?view=net-5.0> [letzter Zugriff am 15.01.21]
- [9] Microsoft Help Page, „Path Class“ [Online] Erreichbar unter: <https://docs.microsoft.com/en-us/dotnet/api/system.io?view=net-5.0> [letzter Zugriff am 15.01.21]