Bibliography

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Sergey Galyonkin. (2015-2017). *Steam Spy Top By Playtime.*Available: https://steamspy.com/. Last accessed 1st October 2018.

I have used SteamSpy for some of my market research, it is a useful tool to find out how popular a game is based on how many peek daily and hourly players a game gets. <https://steamspy.com/> :- It is not always reliable due to the info it displays is updated every two weeks, but it is good for getting a basic insight into a game’s average player base.

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MachineGunLuke. (2018). How did your colony die? Available: https://ludeon.com/forums/index.php?topic=41809.0. Last accessed 1st October 2018.

After some research into possible story elements for a colony sim game, I had options on scenarios, an overall goal, ext. I found a forum thread (<https://ludeon.com/forums/index.php?topic=41809.0> ), where people talked about how their colony died, this is how I decided to go with a random event system because from completely random situations the most fun gameplay is possible.

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Multiple. (2018). Pathfinding. Available: https://en.wikipedia.org/wiki/Pathfinding. Last accessed 1st October 2018.

I used this page to look up potential pathfinding algorithms which could be used in the game, it gave me a nice selection of potential algorithms helping me to decide upon A\*.

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Various Studios. (2016). Game Accessibility Guidelines. Available: http://gameaccessibilityguidelines.com/basic/. Last accessed 3rd October 2018.

I looked into ways to make games more accessible and stumbled upon this site, it was pretty useful in helping me find simple and easy ways to make my game more accessible.

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jamiltayyab. (Jun 2017 ). *I Will Draw Professional Floor Plan In Autocad.* Available: https://www.fiverr.com/jamiltayyab/convert-drawings-microstation-to-autocad?gig\_id=98845067&use\_personalized\_metadata=false&utm\_campaign=base\_gig\_show\_share\_1&utm\_content=&utm\_medium=shared&utm\_source. Last accessed 13th October 2018.

I found one of his drawings in a google search and added it to my mood board for my art concepts.

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SmartDraw. (2018). *Floor Plan Examples.* Available: https://www.smartdraw.com/floor-plan/examples/. Last accessed 13th October 2018.

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EdrawSoft. (2004-2018). *House Floor Plan Design.* Available: https://www.edrawsoft.com/house-floorplan-design.php. Last accessed 13th October 2018.

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VisualParadigm. (N/A). *Online Floor Plan Designer.* Available: https://online.visual-paradigm.com/features/floor-plan-designer/. Last accessed 13th October 2018.

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stacydavid. (2014). *Underground Dirt Textures.* Available: https://graphicriver.net/item/underground-dirt-textures-/8776128. Last accessed 14th October 2018.

I found this on a google search and added it to my mood board for textures.

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