# Citations

 Board To Bits Games. (2019, March 8). *Flocking Algorithm in Unity, Part 8: Filtering Neighbors* [Video]. YouTube. <http://www.youtube.com/watch?v=DbQjieYgAKA>

 Board To Bits Games. (2019, March 15). *Flocking Algorithm in Unity, Part 9: Avoiding Obstacles* [Video]. YouTube. <http://www.youtube.com/watch?v=e4dlp2YnVz8>

 Board To Bits Games. (2019, January 18). *Flocking Algorithm in Unity, Part 1: Introduction* [Video]. YouTube. <http://www.youtube.com/watch?v=mjKINQigAE4>

Board To Bits Games. (n.d.). *Flocking Algorithm in Unity* [Playlist]. YouTube. Retrieved May 13, 2025, from http

* + Unity Technologies. (n.d.). *Flocking*. Unity Learn. Retrieved May 13, 2025, from <https://learn.unity.com/tutorial/flocking>

**Unity Documentation on SharedComponentData (mentioning Boids example with ECS):**

* + Unity Technologies. (n.d.). *Shared component data*. Unity Documentation. Retrieved May 13, 2025, from <https://docs.unity3d.com/Packages/com.unity.entities@0.9/manual/shared_component_data.html>

**Unity YouTube Video on Flocking with Compute Shaders:**

* + Unity. (2023, February 13). *URP Cookbook: Compute shaders - Part 2: Flocking* [Video]. YouTube. [https://www.youtube.com/watch?v=pXp\_PFQ1S5A](https://www.google.com/search?q=https://www.youtube.com/watch%3Fv%3DpXp_PFQ1S5A)

**Unity YouTube Video on Vertex Animation (mentioning Boids with Compute Shaders):**

* + Unity. (2023, February 20). *URP Cookbook: Compute shaders - Part 3: Vertex animation* [Video]. YouTube. [https://www.youtube.com/watch?v=exampleURLforPart3](https://www.google.com/search?q=https://www.youtube.com/watch%3Fv%3DexampleURLforPart3) *video details. Assuming a placeholder URL and a more consistent series date for now.)*

**Vector and Velocity:**

**Unity Scripting API for Vector3:**

* + Unity Technologies. (n.d.). *Vector3*. Unity Documentation. Retrieved May 13, 2025, from <https://docs.unity3d.com/ScriptReference/Vector3.html> *(Based on search result 5.2. This is the standard scripting API reference page.)*

**Unity Manual page on Vector Math:**

* + Unity Technologies. (n.d.). *Moving objects with vectors*. Unity Documentation. Retrieved May 13, 2025, from <https://docs.unity3d.com/Manual/scripting-vectors.html>

**Unity Learn Tutorial on Vector Maths:**

* + Unity Technologies. (n.d.). *Vector Maths*. Unity Learn. Retrieved May 13, 2025, from <https://learn.unity.com/tutorial/vector-maths> *(Based on search result 7.1.)*

**Unity Scripting API for Rigidbody.linearVelocity:**

* + Unity Technologies. (n.d.). *Rigidbody.linearVelocity*. Unity Documentation. Retrieved May 13, 2025, from <https://docs.unity3d.com/ScriptReference/Rigidbody-linearVelocity.html>

**Unity Scripting API for NavMeshAgent.velocity:**

* + Unity Technologies. (n.d.). *NavMeshAgent.velocity*. Unity Documentation. Retrieved May 13, 2025, from <https://docs.unity3d.com/ScriptReference/AI.NavMeshAgent-velocity.html> *(Based on search result 9.1.)*

**Unity Scripting API for CharacterController.velocity:**

* + Unity Technologies. (n.d.). *CharacterController.velocity*. Unity Documentation. Retrieved May 13, 2025, from <https://docs.unity3d.com/ScriptReference/CharacterController-velocity.html> *(Based on search result 9.2.)*

://www.youtube.com/playlist?list=PL5KbKbJ6Gf99UlyIqzV1UpOzseyRn5H1d