References:

Player movement:

* Link: <https://www.youtube.com/watch?v=_QajrabyTJc&t=1s>
* Accessed on: 22/02/2023

Save system (Binary save system)

* Link: <https://www.youtube.com/watch?v=XOjd_qU2Ido>
* Accessed on: 23/02/2023

Voxel and Mesh Generation for Prototype:

* Create and implement voxel into Unity: <https://www.youtube.com/watch?v=C756ivzfd40>
* Voxel and Mesh generation: <https://www.youtube.com/watch?v=ns78VoalB2A>
  + Code: <https://github.com/Flaroon/Video-Files/blob/main/Voxel%20Mesh%20Generators/Voxel%20Mesh%20Episode%201.cs>
* Mesh Generation: <https://www.youtube.com/watch?v=eJEpeUH1EMg>
* Example of voxel destruction: <https://www.youtube.com/watch?v=27g22vjKcFE>
* Mesh Collider: <https://docs.unity3d.com/Manual/class-MeshCollider.html>
  + <https://docs.unity3d.com/ScriptReference/MeshCollider-sharedMesh.html>