References:

Main project references:

Brackeys. (2019) ‘FIRST PERSON MOVEMENT in Unity – FPS Controller’. *Cool Unity Tutorials*. [Online video] [Accessed on 22nd February 2023] <https://www.youtube.com/watch?v=_QajrabyTJc&t=1s>

Brackeys. (2017) ‘ITEMS – Making an RPG in Unity (E04)’. *How to make an RPG in Unity*. [Online video] [Accessed on 24th February 2023] <https://www.youtube.com/watch?v=HQNl3Ff2Lpo>

Brackeys. (2018) ‘SAVE & LOAD SYSTEM in Unity’. *Cool Unity Tutorials*. [Online video] [Accessed on 23rd February 2023] <https://www.youtube.com/watch?v=XOjd_qU2Ido>

Sunny Valley Studio. (2022) ‘UI Using Grid Layout with Scroll View – Inventory System in Unity P4’. *Inventory System in Unity 2D using Scriptable Objects*. [Online video] [Accessed on 11th March 2023] <https://www.youtube.com/watch?v=IuSAem2UOXw>

Unity Technologies. (2023) *ScriptableObject*. [Online] [Accessed on 24th February 2023] <https://docs.unity3d.com/Manual/class-ScriptableObject.html>

Voxel and Mesh Generation for Prototype:

Brackeys. (2018) ‘Mesh Generation in Unity – Basics’. *Cool Unity Tutorials*. [Online video] [Accessed on 10th February 2023] <https://www.youtube.com/watch?v=eJEpeUH1EMg>

Design and Deploy. (2020) *Unity 2019 – How to Make a Voxel Game like Minecraft – 01*. [Online video] [Accessed on 10th February 2023] <https://www.youtube.com/watch?v=C756ivzfd40>

Flaroon. (2021) *Part 1: How to Generate a Voxel Mesh in Unity*. [Online video] [Accessed on 10th February 2023] <https://www.youtube.com/watch?v=ns78VoalB2A>

Flaroon. (2021) *Voxel Mesh Episode 1*. [Online] [Accessed on 10th February 2023] <https://github.com/Flaroon/Video-Files/blob/main/Voxel%20Mesh%20Generators/Voxel%20Mesh%20Episode%201.cs>