External resources used to develop FallingLetters game

1. C# Naming rules
To make the code consistent by following naming rules.
https://learn.microsoft.com/en-us/dotnet/csharp/fundamentals/coding-style/identifier-names

2. C# documentation
To document C# components such as classes and methods to briefly describe their responsibilities within the game.
https://learn.microsoft.com/en-us/dotnet/csharp/language-reference/language-specification/documentation-comments

3. Python Documentation
To document Python components such as classes and functions to briefly describe their responsibilities within the game.
https://peps.python.org/pep-0257/

4. Large Language Models (Code generators)
4.1. ChatGPT
Code generation and information.
https://chatgpt.com/
4.2. Grok
Code generation and information.
https://grok.com/

5. Stackoverflow
To find solutions to certain problems. (Firebase SDK not working…)
https://stackoverflow.com/

6. YouTube
6.1. Unity Coding tips
To understand how to arrange the unity code.
https://www.youtube.com/watch?v=dLCLqEkbGEQ&t=941s

7. Udemy
7.1. Unity tutorial
To learn how to use Unity Engine.
https://www.udemy.com/course/learn-unity-and-c-sharp-programming-by-making-a-simple-2d-ga/