**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>

1. **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>

1. **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/>

1. **Large Language Models (Code generators)**
   1. **ChatGPT**

Code generation and information.

<https://chatgpt.com/>

* 1. **Grok**

Code generation and information.

<https://grok.com/>

1. **Stackoverflow**

To find solutions to certain problems. (Firebase SDK not working…)

<https://stackoverflow.com/>

1. **YouTube** 
   1. **Unity Coding tips**

To understand how to arrange the unity code.

<https://www.youtube.com/watch?v=dLCLqEkbGEQ&t=941s>

1. **Udemy** 
   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/>