Inspiratie sources:

<https://www.redblobgames.com/maps/terrain-from-noise/>

Functionele sources:

<https://www.cs.umd.edu/class/spring2018/cmsc425/Lects/lect13-2d-perlin.pdf>

<http://www.roguebasin.com/index.php?title=Cellular_Automata_Method_for_Generating_Random_Cave-Like_Levels> – Smoothen van de randomness (simpele truck)

<https://docs.microsoft.com/en-us/visualstudio/designers/walkthrough-windows-forms-designer?view=vs-2019> – Tutorial voor form designer in visual studio. +1

<https://stackoverflow.com/questions/35158003/generate-random-map-for-tile-world> - Array voorbeeld voor 2d.