# Reference list and bibliography Harvad

## References

Chapter 1

[1] Unity Technologies, 2024. *Unity Game Engine (Version 2022.3)* [software]. Available at: <https://unity.com/> [Accessed 13 April 2025].

[2] PEGI (2017). *PEGI age ratings | Pegi Public Site*. [online] Pegi.info. Available at: <https://pegi.info/page/pegi-age-ratings> [Accessed 13 April 2025].

Treyarch, 2008. *Call of Duty: World at War* [video game]. Activision.

‌Tripwire Interactive, 2009. Killing Floor [video game]. Tripwire Interactive.

Anon, (2023). *Unveiling the Demographics of Call of Duty’s Target Audience – Openr*. [online] Available at: <https://openr.co/unveiling-the-demographics-of-call-of-dutys-target-audience/> [Accessed 13 April 2025].

Yin-Poole, W. (2025). *Activision Finally Admits It Uses Generative AI for Some Call of Duty: Black Ops 6 Assets After Backlash Following ‘AI Slop’ Zombie Santa Loading Screen - IGN*. [online] IGN. Available at: <https://www.ign.com/articles/activision-finally-admits-it-uses-generative-ai-for-some-call-of-duty-black-ops-6-assets-after-backlash-following-ai-slop-zombie-santa-loading-screen> (Accessed 15 April 2025).

Andy Hartup, (2016). *Call of Duty Zombies - the accidental creation of a glorious gaming monster*. [online] gamesradar. Available at: <https://www.gamesradar.com/call-of-duty-zombies-the-accidental-creation-of-a-glorious-gaming-monster/> (Accessed 20 April 2025).

Tripwire Interactive, 2016. Killing Floor 2 [video game]. Tripwire Interactive. Available at: <https://tripwireinteractive.com/#/games> [Accessed 15 April 2025].

‌

Trello, 2025. Timeline Takedown Development Board. [online] Available at:

[Accessed 17 April 2025].

Clinton Keith, (2020). *Agile Game Development: Build, Play, Repeat, 2nd Edition*. [online] O’Reilly Online Learning. Available at: https://www.oreilly.com/library/view/agile-game-development/9780136204831/ [Accessed 17 Apr. 2025].

‌app.dungeonscrawl.com. (n.d.). *Dungeon Scrawl*. [online] Available at: https://app.dungeonscrawl.com

‌ Chapter8

[12]

## Bibliography

Unity Technologies, 2024. *Unity Game Engine (Version 2024.1)* [software]. Available at: <https://unity.com/> [Accessed 26 April 2025].

Treyarch, 2008. *Call of Duty: World at War* [video game]. Activision.

Trello - Trello.com. 2020. *Trello*. [online] Available at: <<https://trello.com/>> [Accessed 6 May 2020].