* <https://docs.unity3d.com/ScriptReference/Mathf.PerlinNoise.html>
* <https://www.youtube.com/watch?v=bG0uEXV6aHQ>
* [https://www.youtube.com/watch?v=slTEz6555Ts&tText

  Description automatically generated](https://www.youtube.com/watch?v=slTEz6555Ts&t#)
* Networking Code – NetworkManager.cs, parts of Player.cs, MessageExtension.cs, UIManager.cs. Code used from RiptideNetworking GitHub Repo, as per usage conditions.