**Research Sources**

This document lists the sources used for background research regarding story, themes & the creation of isometric art assets.

Isometric Art

*Isometric game creation overview*

<http://gamedevelopment.tutsplus.com/tutorials/creating-isometric-worlds-a-primer-for-game-developers--gamedev-6511>

*Choosing tile size and ratio*

<http://flarerpg.org/tutorials/isometric_intro/>

*Using a grid to draw basic isometric templates*

<https://www.scirra.com/tutorials/582/creating-isometric-pixel-art-from-scratch-part-1-creating-templates/page-6>

French Revolution

*History of the Vendee wars and a deeper examination into the motivations of both sides – the revolutionaries and the counter-revolutionaries.*

<http://www.inthevendee.com/vendee-wars/vendee-wars.html>

<http://www.vendee-guide.co.uk/wars-of-the-vendee.htm>

*Information regarding Jean-Baptiste Carrier’s zeal, who is our main boss/villain figure.*

[*http://www.britannica.com/biography/Jean-Baptiste-Carrier*](http://www.britannica.com/biography/Jean-Baptiste-Carrier)

[*https://www.marxists.org/history/france/revolution/1793/brigands-exterminated.htm*](https://www.marxists.org/history/france/revolution/1793/brigands-exterminated.htm)