

Bibliographie

Liens importants :

Vidéos tutorielles pour le comportement des poissons

<https://www.youtube.com/watch?v=mBVarJm3Tgk>

<https://www.youtube.com/watch?v=PmTjjzr9KFk>

Cours d'Unity Learn sur les bancs de poissons

<https://learn.unity.com/tutorial/flocking#6317c572edbc2a2290a9e350>

Forum sur les "navmesh" 3D

<https://forum.unity.com/threads/how-to-create-navmesh-for-shark-like-flying-moving.1328667/>

Exemple de pathfinding 3D

<https://www.youtube.com/watch?v=p3WcsO6pAmU&t=245s>

Autres liens utiles :

<https://forum.unity.com/threads/limit-on-textmeshpro-character-count.868240/>

<https://forum.unity.com/threads/edit-collider-button-missing.907706/>

<https://docs.unity3d.com/2018.1/Documentation/ScriptReference/UI.Dropdown.AddOptions.html>

Modèles importés :

<https://assetstore.unity.com/packages/3d/characters/animals/fish/fish-polypack-202232>