**Research Doc**

**Links\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

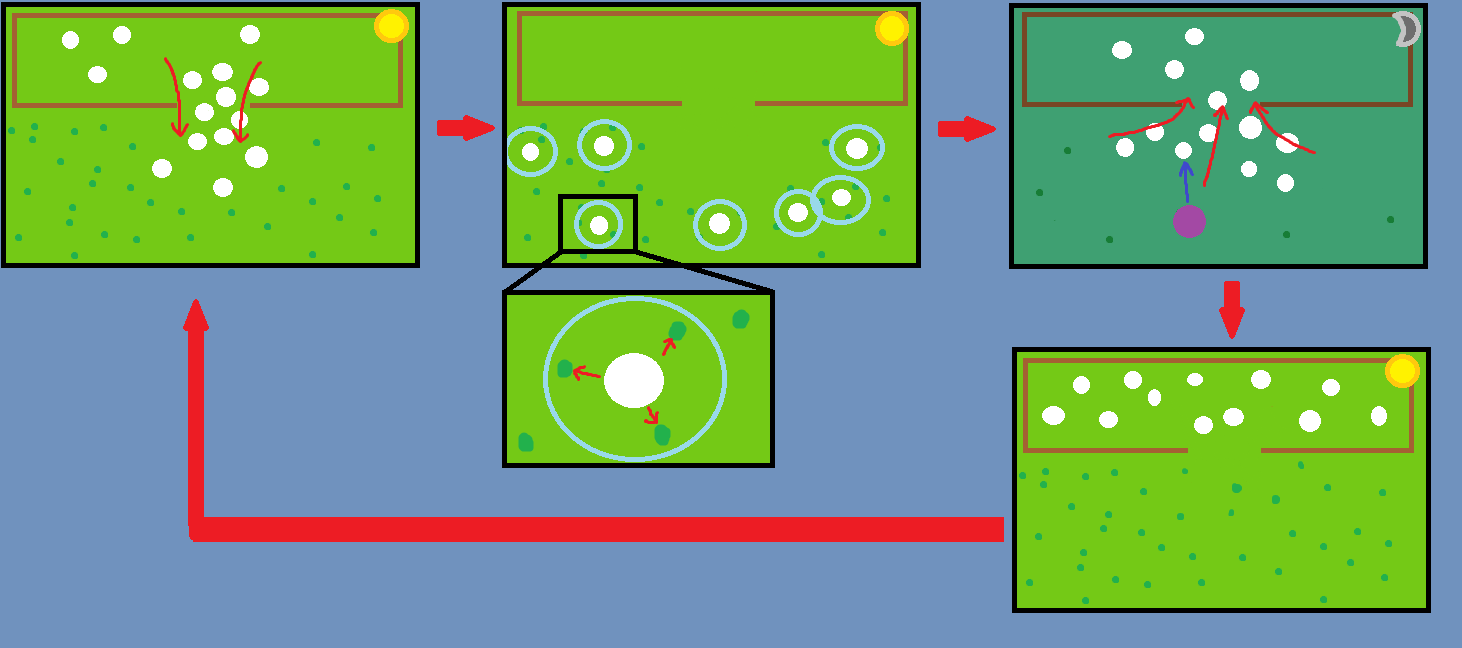
**M.A.P.F. github:** <https://github.com/GavinPHR/Multi-Agent-Path-Finding>

**Similar game to my idea:** <https://odr.chalmers.se/items/d1c82f3c-98a8-4ed1-98e1-7a7d243bfc8e>

**Pdf for MAPF help:** <https://ieeexplore.ieee.org/abstract/document/10506521>

**Reference for Day/Night cycle:** https://interfaceingame.com/screenshots/dont-starve-generating-world/

**Images\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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