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GIMM 350

Coding Research Strategy

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Upon doing research for coding so far, the way I go about finding resources is I typically start by searching the concept/idea of the function. For example, one of the big parts of my game is random map generation, so I searched “Random Dungeon Generation C# Unity”. From there, I start narrowing down results, and I have found that when it comes to developer blogs, they have a gold mine of information about their implementations. Of course, the official documentations from Microsoft and Unity helps, but when looking at what some other developers have done through their blogs refines those ideas. One resource that I have found to be useful was Envato tut+, which are tutorials for a bunch of different subjects and one covers game development with examples for Unity specifically (check out [here](https://gamedevelopment.tutsplus.com/categories/unity)). It’s great for finding what you need specifically in unity that has already been thought of and done before.