Ketonen, Miikka. *Designing a 2D fighting game.* 1st Edition. [PDF] Available at: <https://www.theseus.fi/bitstream/handle/10024/118514/Thesis_Miikka_Ketonen_KAT13PT.pdf?sequence=1&isAllowed=y> [Accessed 2 Feb. 2021]

Mart´ınez-Arellano, G., Cant, R. and Woods, D. (2017) *Creating AI Characters for Fighting Games using Genetic Programming.* 1st Edition. [PDF] Available at: <https://core.ac.uk/download/pdf/74208089.pdf> [Accessed 2 Feb. 2021]