Bibliografía - TFG

# Gráficos

Art assets for game developers

<http://letsmakegames.org/resources/art-assets-for-game-developers/>

Modelos low poly

<http://cgi.tutsplus.com/articles/bitgems-quirky-low-poly-model-showcase--cg-14281>

<https://sketchfab.com/models/95e2707697a3456c8bbbd66fc641f800>

Shader estilo Mario Galaxy

<https://cgcookie.com/blender/images/mario-galaxy-shader/>

# Generación procedural

Procedural content generation wiki

<http://pcg.wikidot.com/>

Genial libro sobre generación procedural en general, bastante detallado

<http://pcgbook.com/>

Laberintos para programadores

<http://weblog.jamisbuck.org/2011/1/17/maze-generation-aldous-broder-algorithm>

Sobre generación de laberintos (explica el growing tree)

<http://www.jamisbuck.org/presentations/rubyconf2011/>

Autómata celular por Jim Babcock

<http://www.jimrandomh.org/misc/caves.html>

Use BSP to generate maps

<http://gamedevelopment.tutsplus.com/tutorials/how-to-use-bsp-trees-to-generate-game-maps--gamedev-12268>

Procedural Maze

<http://catlikecoding.com/unity/tutorials/maze/>

RogueLike Dungeon Generator

<http://xdavidleon.tumblr.com/post/51104205836/roguelike-development-in-unity-part-i>

Diseño de niveles en generación procedural

<http://gamasutra.com/blogs/TanyaXShort/20140204/209176/Level_Design_in_Procedural_Generation.php>

Algoritmo de Delving

<https://www.youtube.com/watch?v=VGSHsh83_ns>

Generación de números aleatorios para algoritmos procedurales

<http://blogs.unity3d.com/2015/01/07/a-primer-on-repeatable-random-numbers/>

Pasillos irregulares

<http://spelunkergame.blogspot.com.es/2014/09/procedural-generation-of-irregular.html>

Paquete para Unity. $5, pero nombra algunos algoritmos.

<http://lycaontalks.itch.io/upgt>

## Zelda Dungeons

<http://xdavidleon.tumblr.com/post/58097415717/zelda-dungeon-generation-in-unity3d>

<http://blog.justinpoliey.com/procedurally-generating-legend-of-zelda-style-dungeons.html>

<http://bytten-studio.com/devlog//2012/01/21/procedural-dungeon-generation-part-i/>

<http://www.gamasutra.com/view/feature/134949/learning_from_the_masters_level_.php>

# Diseño de niveles

<http://www.gamasutra.com/blogs/LukeMcMillan/20130806/197147/The_Rational_Design_Handbook_An_Intro_to_RLD.php>

# Fuentes

<http://www.fontsc.com/font/buenard>

# Metricas

Base de datos NOSQL MongoDB

<https://mongolab.com/>

# Unity

Execution order

<http://docs.unity3d.com/Manual/ExecutionOrder.html>

Physics tips

<http://gamedevelopment.tutsplus.com/articles/how-to-fix-common-physics-problems-in-your-game--cms-21418>

Organising the interface in Unity 4.6

<http://sassybot.com/blog/the-fragments-of-him-interface/>

Code Optimization in Unity

<https://robotduck.wordpress.com/2011/07/26/code-optimization-in-unity-part-1/>

<https://robotduck.wordpress.com/2011/08/05/code-optimization-in-unity-part-2/>

Serialization

<http://ivanozanchetta.com/gamedev/unity3d/unity-serialization-behind-scriptableobject/>

Shader editors

<http://forum.unity3d.com/threads/strumpy-shader-editor-now-open-source.56180/>

<http://u3d.as/content/kurt-loeffler/shader-fusion/1rm>

# Herramientas

GifCam - Permite grabar “vídeos” gif en el escritorio.

<http://blog.bahraniapps.com/gifcam/>

Deck.js - Para crear presentaciones HTML

<http://imakewebthings.com/deck.js/>