# Bibliography

1. Various. Game Cabinet. [http://www.gamecabinet.com/history/Hnef.html . Accessed February 2018](http://www.gamecabinet.com/history/Hnef.html%20.%20Accessed%20February%202018).

*This website outlines the rules of many varieties of medieval board game, including the one that is relevant to the project.*

1. Unity 3D. <https://unity3d.com/> Accessed February 2018.

*This game engine will serve as the main development environment for the mobile and desktop client application.*