# References

Drudiverse (2017) *Bullet Management: Possible Without Rigidbody?.* Available at: https://answers.unity.com/questions/690186/bullet-management-possible-without-rigidbody.html (Accessed: 9 October 2019).

Druminfected (2014) *Metronome.wav*. Available at: https://freesound.org/people/Druminfected/sounds/250552/ (Accessed: 20 October 2019).

mviranyi, theDrake et al. (2019) *Unity.gitignore.* Available at: https://github.com/github/gitignore/blob/master/Unity.gitignore (Accessed: 20 October 2019).

Tuxic (2013) *Unity: metronome like a pro.* Available at: http://cubeslam.net/2013/12/19/unity-metronome-like-a-pro/ (Accessed: 20 October 2019).

Zotov. A (2018) *Unity 2D Tutorial How To Make Gameobject Follow Mouse Pointer When Left Mouse Button Being Held Down.* 24 August. Available at: https://www.youtube.com/watch?v=EiWJY9AlPkY (Accessed: 9 October 2019).