# References

Brackeys (2015) *How to make a Wave Spawner in Unity 5 – Part 1/2.* 30 August. Available at: https://www.youtube.com/watch?v=Vrld13ypX\_I (Accessed 19 February 2020).

Brackeys (2019) *CONTROLLER INPUT in Unity.* 14 July. Available at: https://www.youtube.com/watch?v=p-3S73MaDP8 (Accessed 24 December 2019).

Brackeys (2019) *Smooth Camera Follow in Unity.* 28 June. Available at: https://www.youtube.com/watch?v=MFQhpwc6cKE&t=319s (Accessed 21 Jan 2020).

Brakeys (2018) *Everything to know about the PARTICLE SYSTEM.* February 18. Available at: https://www.youtube.com/watch?v=FEA1wTMJAR0 (Accessed 26 February 2020).

BurgZerg Arcade (2016) *Unity 5.5. Line Renderer.* December 11. Available at: https://www.youtube.com/watch?v=nzgJ3JkClx4 (Accessed 21 February 2020).

cstabile18 (2014) *How to set screen boundaries?.* Available at: https://answers.unity.com/questions/717620/how-to-set-screen-boundaries.html (Accessed 23 October 2019).

Dixon, P. (2009) *Parametric equation for a circle.* Available at: https://stackoverflow.com/questions/839899/how-do-i-calculate-a-point-on-a-circle-s-circumference (Accessed 17 January 2020).

Dot colon (2017) *Aileron*. Available at: https://www.fontsquirrel.com/fonts/aileron (Accessed 13 Jan 2020).

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).

Dunstan, J. (2016) *Event Performance C# vs. UnityEvent*. Available at: https://jacksondunstan.com/articles/3335 (Accessed 22 March 2020).

ftvs (2014) *CameraShake.cs.* Available at: https://gist.github.com/ftvs/5822103 (Accessed 8 December 2019).

GladstoneKeep, Doc Brown (2013) *Treating a 1D data structure as 2D grid.* Available at: https://softwareengineering.stackexchange.com/questions/212808/treating-a-1d-data-structure-as-2d-grid (Accessed 6 April 2020).

Goup\_1 (2013) *Piano Key C3*. Available at: https://freesound.org/people/Goup\_1/sounds/176448/ (Accessed 21 October 2019).

ixikos (2016) *Simple camera shake effect for Unity3d, written in C#.* Available at: https://gist.github.com/ftvs/5822103#gistcomment-1811226 (Accessed 8 December 2019).

Jammer3000 (2012) *How to delay a shot.* Available at: https://answers.unity.com/questions/283377/how-to-delay-a-shot.html (Accessed 18 November 2019).

Kakkuonhyvaa (2016) *Scrolling sprite texture.* Available at: https://answers.unity.com/questions/1080218/scrolling-sprite-texture.html (Accessed 9 December 2019).

Khan Academy (2016) *Points inside/outside/on a circle.* Available at: https://www.khanacademy.org/math/geometry/hs-geo-analytic-geometry/hs-geo-dist-problems/v/point-relative-to-circle (Accessed 17 January 2020).

Legend\_Bacon (2018) *Animated line between two points.* Available at: https://answers.unity.com/questions/1547654/animated-line-between-two-points.html (Accessed 4 February 2020).

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

nicotroia (2016) *Simple camera shake effect for Unity3d, written in C#.* Available at: https://gist.github.com/ftvs/5822103#gistcomment-1844085 (Accessed 8 December 2019).

Nonathaj (2015) *Xbox Controller and Unity 5 Menu*. Available at: https://answers.unity.com/questions/943335/xbox-controller-and-unity-5-menu.html (Accessed 4 March 2020).

PearsonArtPhoto (2016) *In Unity, how do I correctly implement the singleton pattern?.* Available at: https://gamedev.stackexchange.com/questions/116009/in-unity-how-do-i-correctly-implement-the-singleton-pattern (Accessed 20 January 2020).

Pedersen, C.H. (2011) *Show Vector 3 full float value in Debug.* Available at: https://answers.unity.com/questions/173094/show-vector3-full-float-value.html (Accessed 17 January 2020).

Placzek, M (2016) *Object Pooling in Unity.* Available at: https://www.raywenderlich.com/847-object-pooling-in-unity (Accessed 23 October 2019).

Pleaner, M. (2016) *How to reference or calculate the percentage pitch change between two notes?.* Available at: https://music.stackexchange.com/questions/49803/how-to-reference-or-calculate-the-percentage-pitch-change-between-two-notes (Accessed 21 October 2019).

Resistance Studio (2018) *Making your Pixel Art Game look Pixel Perfect in Unity3D.* Available at: https://hackernoon.com/making-your-pixel-art-game-look-pixel-perfect-in-unity3d-3534963cad1d (Accessed 19 December 2019).

Skerritt, B. (2017) *A Primer on Functions.* Available at: https://medium.com/brandons-computer-science-notes/a-primer-on-functions-9a51c1e9de80 (Accessed 10 January 2020).

Spark Notes (no date) *Logarithmic Functions.* Available at: https://www.sparknotes.com/math/precalc/exponentialandlogarithmicfunctions/section2/ (Accessed 19 January 2020).

TheDarkVoid (2013) *Create a custom variable type in C#.* Available at: https://answers.unity.com/questions/456515/create-a-custom-variable-type-in-c.html (Accessed 5 February 2020).

Third-Helix (2013) *Doing Thumbstick Dead Zones Right.* Available at: http://www.third-helix.com/2013/04/12/doing-thumbstick-dead-zones-right.html (Accessed 27 December 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).

Unity Technologies (2019) *Lists and Dictionaries.* Available at: https://learn.unity.com/tutorial/lists-and-dictionaries#5c89434eedbc2a0d28f48a70 (Accessed 5 February 2020).

Warmedxmints (2017) *Top down shooter rotation.* Available at: https://www.reddit.com/r/Unity3D/comments/7mko7e/problem\_getting\_goodfeeling\_aiming\_with\_joysticks/druqkfi?utm\_source=share&utm\_medium=web2x (Accessed 27 December 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).

Zsw (2017) *How to create a Spawn Area that can be visualized in the Unity Scene Editor?.* Available at: https://gamedev.stackexchange.com/questions/137873/how-to-create-a-spawn-area-that-can-be-visualized-in-the-unity-scene-editor (Accessed 25 October 2019).