

1. *Evolving Neural Networks through Augmenting Topologies*, Kenneth O. Stanley and Risto Miikkulainen, The MIT Press. url: <http://nn.cs.utexas.edu/downloads/papers/stanley.ec02.pdf>
  2. *Neuroevolution*, Various Authors, Wikipedia. url: <https://en.wikipedia.org/wiki/Neuroevolution>
  3. Battle City, Various Authors, Wikipedia. url: [https://en.wikipedia.org/wiki/Battle\\_City\\_\(video\\_game\)](https://en.wikipedia.org/wiki/Battle_City_(video_game))
- Here is a demo video of the game: <https://www.youtube.com/watch?v=MPsA5PtfdL0>
4. John Zelle's Graphics Library for Python. url: <https://www.rose-hulman.edu/Users/faculty/young/CS-Courses/resources/Python/ZelleGraphics.html>