Ground texture:

<https://assetstore.unity.com/packages/2d/textures-materials/floors/20-man-made-ground-materials-12835>

player movement:

<https://www.youtube.com/watch?v=f473C43s8nE&t=379s&ab_channel=Dave%2FGameDevelopment>

<https://www.youtube.com/watch?v=xCxSjgYTw9c&list=PLh9SS5jRVLAleXEcDTWxBF39UjyrFc6Nb&index=8&ab_channel=Dave%2FGameDevelopment>

guard vision cone:

<https://www.youtube.com/watch?v=TfhPBAe9Tt8&ab_channel=SebastianLague>

<https://www.youtube.com/watch?v=MOLg3W0HeLs&t=210s&ab_channel=SebastianLague>

Nav mesh components + tutorial:

<https://github.com/Brackeys/NavMesh-Tutorial/tree/master/NavMesh%20Example%20Project/Assets/NavMeshComponents>

<https://www.youtube.com/watch?v=CHV1ymlw-P8&ab_channel=Brackeys>

Behaviour Tree components and tutorial:

<https://github.com/MinaPecheux/UnityTutorials-BehaviourTrees/tree/master/Assets/Scripts/BehaviorTree>

<https://www.youtube.com/watch?v=aR6wt5BlE-E&ab_channel=MinaP%C3%AAcheux>

UI enemy states and detection:

<https://www.youtube.com/watch?v=BLfNP4Sc_iA&ab_channel=Brackeys>

Binoculars sprite:

<https://creazilla.com/nodes/25373-binoculars-clipart>