Bibliography

Beckham, C. & Pal, C., 2017. *A step towards procedural terrain generation with GANs.* [Online]   
Available at: https://arxiv.org/abs/1707.03383v1  
[Accessed 15 2 2019].

Bradley, A., 2018. *Devs weigh in on the best ways to use (but not abuse) procedural generation.* [Online]   
Available at: https://www.gamasutra.com/view/news/315400/Devs\_weigh\_in\_on\_the\_best\_ways\_to\_use\_but\_not\_abuse\_procedural\_generation.php   
[Accessed 26 1 2019].

Compton, K., 2016. *So you want to build a generator….* [Online]   
Available at: http://galaxykate0.tumblr.com/post/139774965871/so-you-want-to-build-a-generator  
[Accessed 26 1 2019].