

ЛІТЕРАТУРА

1. Manning, J., Buttfield-Addison, P., & Nugent, T. (2023). *Unity development cookbook: Real-time solutions from game development to AI* (2nd ed.). O'Reilly Media.p.430
2. Johnson, M., & Henley, J. A. (2014). *Learning 2D game development with Unity®: A hands-on guide to game creation*. Addison-Wesley Professional. <https://ptgmedia.pearsoncmg.com/images/9780321957726/samplepages/9780321957726.pdf>
3. Unity Technologies. (2022). *2D beginner: Adventure game*. Unity Learn. <https://learn.unity.com/course/2d-beginner-adventure-game>
4. Unity Technologies. (2023). *2D beginner: Adventure game*. Unity Learn. <https://learn.unity.com/course/2d-beginner-adventure-game>
5. Unity Technologies. (2023). *Get started with the 2D game kit*. Unity Learn. <https://learn.unity.com/tutorial/get-started-with-the-2d-game-kit>
6. Unity Technologies. (2023). *Get started with the 2D game kit*. Unity Learn. <https://learn.unity.com/tutorial/get-started-with-the-2d-game-kit>
7. Unity Technologies. (2024). *Unity manual: 2D game development*. <https://docs.unity3d.com/Manual/Unity2D.html>
8. Unity Technologies. (2024). *Unity manual: 2D game development*. <https://docs.unity3d.com/Manual/Unity2D.html>
9. Unity Technologies. (2024). *Unity scripting API documentation*. <https://docs.unity3d.com/ScriptReference/>
10. Unity Technologies. (2024). *Unity scripting API documentation*. <https://docs.unity3d.com/ScriptReference/>
11. Unity Technologies. (2022). *2D game development quickstart guide*. <https://docs.unity3d.com/Manual/Quickstart2D.html>
12. Торгонський, О. С. (2025). *Розробка комп'ютерної гри на платформі Unity* [Навчально-методичний посібник]. Державний податковий університет. https://ec.europa.eu/programmes/erasmus-plus/project-result-content/7c7d9761-4402-467c-adab-5b09579cb8fd/2017_KNTU_Module2.pdf