REFERENCES

- [1] Anis Zarrad (2018) Game Engine Solutions.
- [2] Cricenti L, Branch A. A generalised prediction model of first person shooter game traffic. In: IEEE Local Computer Networks, LCN 34th Conference, Switzerland. 2009
- [3] Afzal Hussain , Haad Shakeel , Faizan Hussain , Nasir Uddin , and Turab Latif Ghouri (2020) Unity Game Development Engine: A Technical Survey
- [4] 11 Pros & Cons to Know Before Choosing Unity 3D GreatSoftLine.com",

 GreatSoftLine.com, 2020. [Online]. Available:

 https://www.greatsoftline.com/11-pros-cons-to-know-beforechoosing-unity-3d/. [Accessed: 25- May-2020].
- [5] PENG XIA [2014] 3D Game Development with Unity A Case Study: A First-Person Shooter (FPS) Game
- [6] Penny de Byl. Holistic Game Development with Unity. Focal Press: 1 edition November 15, 2011.
- [7] Philip Chu. Game Development with Unity. [Online] Copyright © 2003-2010 Technicat, LLC.
- [8] Dr. Frank McCown, Harding University Last updated: Dec, 2012, Introduction to PHP.
- [9] Rasmus Lerdorf, Kevin Tatroe, Bob Kaehms, Ric Mcgredy, [2002], Programming PHP.
- [10] Simon Stobart BA, Mike Vassileiou [2004] PHP and MySQL Manual.