**REPOSITORY STRUCTURE**

Unity C# Project of Word Rush Game

**ASSETS** - All the assets including code and art used in the game

* **Animations** - All the animations used in the game
  + **UIAnimations** - Animations used for UI
  + **CharacterAnimations** - Animations used for the Player Controller
  + **Effects** - Animations for Effects and VFX in game
  + Common Animations
* **Audio** - All audio files used in the game
  + SFX - Sound Effects used in the game
  + Music - Music used in the game (BGMs)
* **Characters** - Graphics and sprites of the characters used in the game
  + **StillCharacter** – Sprites/Images of the static character (used in UI)
  + Player Character Sprites
* **Editor** - Editor Tools for speeding workflow and easier project management
* **Effects** – Sprites, Materials, Models, Prefabs of VFX to be or being used in the game (from asset store)
* **Enemies** - Consists of the required data (graphics, sprites, prefabs, code) for the enemies
  + **Common** - Data for the common enemies across all themes
  + **Themed** - Data for the unique enemies for each theme
* **Prefabs** - Prefabs being used in the game (reference-based prefabs)
* **Presets** - Pre-sets of certain components being used in the game
* **Resources** - Prefabs to be used in the game, that are needed to be loaded during runtime (path-based prefabs).
* **Scenes** - Scenes in the game
  + **MenuLevels** – Animations, Sprites and Animation Controllers in the for the Title Screen
  + Login - Title Screen with authentication
  + Chats - Chat System (Non-functional UI)
  + Leaderboards - Leaderboards for the game
  + LevelSelection - Level Selection scene
  + LevelTemp - Temporary Level, being used for testing the data of those themes whose levels have not been implemented yet
  + Menu - Main Menu of the game
  + Preferences - Account Setup of the user allowing him/her to select the languages they know and they want to learn
  + Test - Test scene used for prototyping systems, graphics and others by the developers.
  + Themes - Theme Selection scene allowing the player to select a certain theme
* **Scripts** - C# script used in the game for game logics, API requests, UI logic, etc.
* **Shaders** – Shaders & Shader graphs used in the game.
* **SpriteAssets** – SpriteAssets (Images which can be written as text) used in the game for things like control prompts, etc.
* **Sprites** - Sprites used in the game
  + UI - Sprites used in the UI
  + Effects - Sprites used in certain effects (VFX)
  + Other Common Sprites
* **Themes** – Themes (Levels Scene + Related Data like Animator, Post-Processing Profiles, Sprite, Scripts, Prefabs) of the game
  + **Anatomy** - Sprites, Scenes and Data for the Anatomy Themed levels (not implemented yet in game)
  + **ForgottenWords** - Sprites, Scenes and Data for the forgotten words label in the game
  + **Space** - Sprite, Scenes and Data for the space theme in the game
  + **Sound** - Sprites, Scenes and Data for the sound theme in the game
* **Typography** – Fonts, Text Mesh Pro Font Assets + Font Materials used in the game to support multiple languages
  + **Anatomy** - Sprites, Scenes and Data for the Anatomy Themed levels (not implemented yet in game)
  + **ForgottenWords** - Sprites, Scenes and Data for the forgotten words label in the game
  + **Space** - Sprite, Scenes and Data for the space theme in the game
  + **Sound** - Sprites, Scenes and Data for the sound theme in the game

**PACKAGES** - All the packages’ details being used in the development of the game

**PROJECT** **SETTINGS** - Editor Settings being used for development