**JD INFO**

**Naming :**

The naming scheme is Written\_Like\_This. Every item must start with its type :

BP for blueprints

UI for widgets

CV for curves

BHT for behavior trees

BLK for blackboards

CFG for configuration files

MP for maps

**Hyerachy :**

GameMode : GameMode and GameMode config blueprints

Graphics : Obvious

Interactables : All the objects the player can interact with

NPC : Everything relative to NPCs and NPCs controllers, also the Spawn Points and Target Points

Player : All player related files, PlayerController and Indicator blueprints. Also camera movement curves

Powers : Everything related to powers and effects. Powers, Powers Effect blueprints and effects BHTS are stored here

Scenes : Scenes for the game

UI : Powers and Menus UI widgets

**Code :**

Code style should be based on UE4 code style. **No RKB style**

The main parts of the codebase are :

Camera : The player camera and the indicator pawns, and the powers casting components

Character : The game’s character, its base class, bht, bht nodes and effect system

Debug : Gameplay debugger overrides to display JD info

Global : Game mode , game mode components, blueprint function library.

Interactables : Indicator interaction system with specific derived classes

NPCController : The NPC controller and controlled characters. All bht nodes and components, also character effects.

Powers : The powers widget and base actor

UI : UI widgets

Waypoints : Waypoints base class and specializations