**Project Architecture**

**Technologies**

Unit version – 2022.3.14f1

Project Version Control - GitHub

**Folder Structure**

**Custom Package**

This folder will be responsible for package only will keep inbuilt and third-party packages here only

* In Built
* Third Party

**Development Asset**

We will keep all the asset which is going to be used for the app. We will make sure not a single asset will be kept outside this folder

* **App Management**

In this folder, we will keep top level logic and main scenes. It will interact with modules only.

* + Scenes
  + Scripts
* **Common Data**

It is created to keep common file which will be going to used for all the components and modules

* + Animations
  + Audio
  + Fonts
  + Prefabs
  + Scripts
  + Textures
  + UI
* **Components**

It will be keeping complete asset which is belongs to that component and the main purpose to create it, if we are going to create it then all the asset will be remove from the projects.

* + Language
    - Prefabs
    - Scripts
    - Textures
    - UI
  + Authentications
    - Prefabs
    - Scripts
    - Textures
    - UI
  + Settings
    - Prefabs
    - Scripts
    - Textures
    - UI
* **Modules**

It will be keeping complete asset which is belongs to that component and the main purpose to create it, if we are going to create it then all the asset will be remove from the projects.

* + Check Internet Availability
    - Prefabs
    - Scripts
    - Textures
    - UI
  + Authentication
    - Prefabs
    - Scripts
    - Textures
    - UI
  + Language
    - Prefabs
    - Scripts
    - Textures
    - UI
  + Subscription Management
    - Prefabs
    - Scripts
    - Textures
    - UI
  + License Expire
    - Prefabs
    - Scripts
    - Textures
    - UI
  + Settings
    - Prefabs
    - Scripts
    - Textures
    - UI
  + Dashboard
    - Prefabs
    - Scripts
    - Textures
    - UI

**Additional Component which is Mandatory for the Applications**

* Unity Localizations
* API Parsing
* Screen Navigation
* Subscription Expire Management