

## Structure of the github repository

### GITHUB FILES:

.vs/Biorubebot-dev/xs	Cache Files. Ignore.
Assets	Game Assets. Important.
Documents	Previous Teams have left their documents in this folder. Check for manuals, instructions, project presentations, and more.
Packages	Unity's Package Manager uses these. Ignore.
ProjectSettings	Edited in Unity. Ignore.
_old Project files	Previous teams merged csproj files. Ignore.
obj/Debug	Temp files from the test.exe game. Ignore.
test_Data	Compiled files from the built text.exe game. Ignore
test.exe	A previous (Spring 2017?) Version of the game. Useful for comparison's sake. Could be deleted or moved if needed. Requires test_Data folder.
.gitignore	Forces github to ignore certain file types like caches. Important. EDIT TO CHANGE HOW GITHUB UPLOADS FILES
.vsconfig	Editable in Unity settings. Ignore.
All .csproj files	Edited from Unity. VisualStudio uses to create references. Ignore.
README.md (and readme 2.md)	A simple .txt type file that you will see below the github page. Edit to change what a person first sees when they open github.
_gitattributes	Some github settings. Ignore.
biorubebot-dev.sln	A Visual Studio File. VisualStudio uses to create references and combine the .csproj files. Ignore.

All files except .gitignore and README.md should be edited using UNITY, or through an IDE linked through UNITY.

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### ASSETS:

AstarPathfindingProject	A module. Ignore.
Editor	Editor things. Ignore.
Prefabs	<b>Prefabs created for the game should be stored here.</b> Prefabs are Unity Objects that include scripts, colliders, sprites, various public/[SERIALIZED] variable settings, etc.
Resources	For iPad builds. Ignore.
Scenes	Your starting point. Open [ <b>MainMenu1, MainMenu2, introLevel1, IntroLevel2, IntroLevel3, Level1, Level2</b> ].unity in Unity to view the current game. <b>Store all Scenes here</b> , for example, creating Level3.unity
Scripts	<b>Store Scripts here.</b> This is the programming part of this project.
Shaders and Materials	<b>Store Unity Shaders and Materials here.</b> CellWall currently uses physicsMaterial2D. RedCellsShader was kept but is currently unused. <i>Recommend using Frictionless physics materials to stop objects from 'sticking' to eachother when trying to move past eachother.</i>
Sprites	<b>Store Sprites, i.e. IMAGES here.</b>
Standard Assets	Old example/tutorial files. Unused. Ignore.
Standard Assets (Mobile)	Old example/tutorial files. Unused. Ignore.
_TerrainAutoUpgrade	Needed by Unity at one point. Ignore.
mp3	<b>Store Audio Files here.</b>
Various .meta files	Seems to be used with an old version of Unity. Haven't updated despite file changes within folders. Ignore?
UniversalRenderPipelineAsset et al.	Used with Shaders and Shader Material. Currently Unused.