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.

ASSETS:

| AstarPathfindingProject | A module. Ignore. |
| --- | --- |
| Editor | Editor things. Ignore. |
| Prefabs | **Prefabs created for the game should be stored here**. 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 [**MainMenu1, MainMenu2**, **introLevel1, IntroLevel2, IntroLevel3, Level1, Level2**].unity in Unity to view the current game. **Store all Scenes here**, for example, creating Level3.unity |
| Scripts | **Store Scripts here**. This is the programming part of this project. |
| Shaders and Materials | **Store Unity Shaders and Materials here**. CellWall currently uses physicsMaterial2D. RedCellsShader was kept but is currently unused. *Recommend using Frictionless physics materials to stop objects from ‘sticking’ to eachother when trying to move past eachother.* |
| Sprites | **Store Sprites, i.e. IMAGES here.** |
| 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 | **Store Audio Files here.** |
| 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. |