Current Design of Barebones Unity Stuff

# Objects

Creature

Deals with everything relating to the creature itself. Its stats, appearance, etc.

Creature Light

Just a light.

GUI

Deals with everything relating to onscreen GUI.

Main Camera

Kinda obvious what this does.

PlatformBridge

This is the sole entry point of anything that comes from vanilla Android into Unity. If anything needs information from Android, it should get it through this object.

# Current Setup

When the phone detects a sent or received text, it notifies the PlatformBridge, which updates the Creature’s stats to match. CreatureScript holds the “correct” stats for the creature.