**Technical documentation**

* Everyone is working on their task.
* When you do a task, you create a new scene, and in it do it, do not touch the main scene.
* Don't forget to make objects like **Prefabs**.
* Team consultation.
* Use Unity version 2019.4.13f1..
* Be sure to write clear commits, and a clear description.
* A branch is created for each task, in this branch a person works on his task, and then, if everything is in order, he makes a pull request.
* Use Github Pages.
* And **Discord☺**.

**Unity Hierarchy**

**Scene** – this folder contains the main scenes.

**Test Scene** – in this folder, scenes are made that are not yet ready before Scene.

*Notes: do not test my work, in the main scene, where I make the level, and check the gameplay.*

*P.S. Thank you for your understanding, Denis Yurkov.*

**Anim** – add animation files.

In **Anim** there are folders **Animator** and **Animation.**

In **Animator** – animator related files.

In **Animation** – animation related files.

**Prefabs** – drop prefabs into this folder.

**Music** **and sounds** – in this folder everything related to music.

**Art and assets** – all arts and asssets, to this folder.

**Scripts** – all code here.

**Game Documentation**

Game type: 3D FPS Game.

Engine: Unity.

Language: C #.

Graphics: in this group, 3 programmers make the game, so the graphics from the assets store.

Music: Instrumental.

Name of the game: Last of Cheat.

Game history: survival in survival.

Game setting: post-apocalypse.

**Authors of the project**:

**Denis Yurkov** – music(Write music in gameplay), level design, all gameplay and code gameplay, UI(write script in HealthBar), animation(Main menu Animation).

**Aliaksei Yunevich** – code(All UI scripts), create all UI, and icons in game.

**Mykhailo Baranets** - level, history.

/\* Please don't write shit code.\*/

P.S.(16.11.2020.) I wrote bad code☹.(Denis Yurkov)