

# Parkour Simulator Documentation

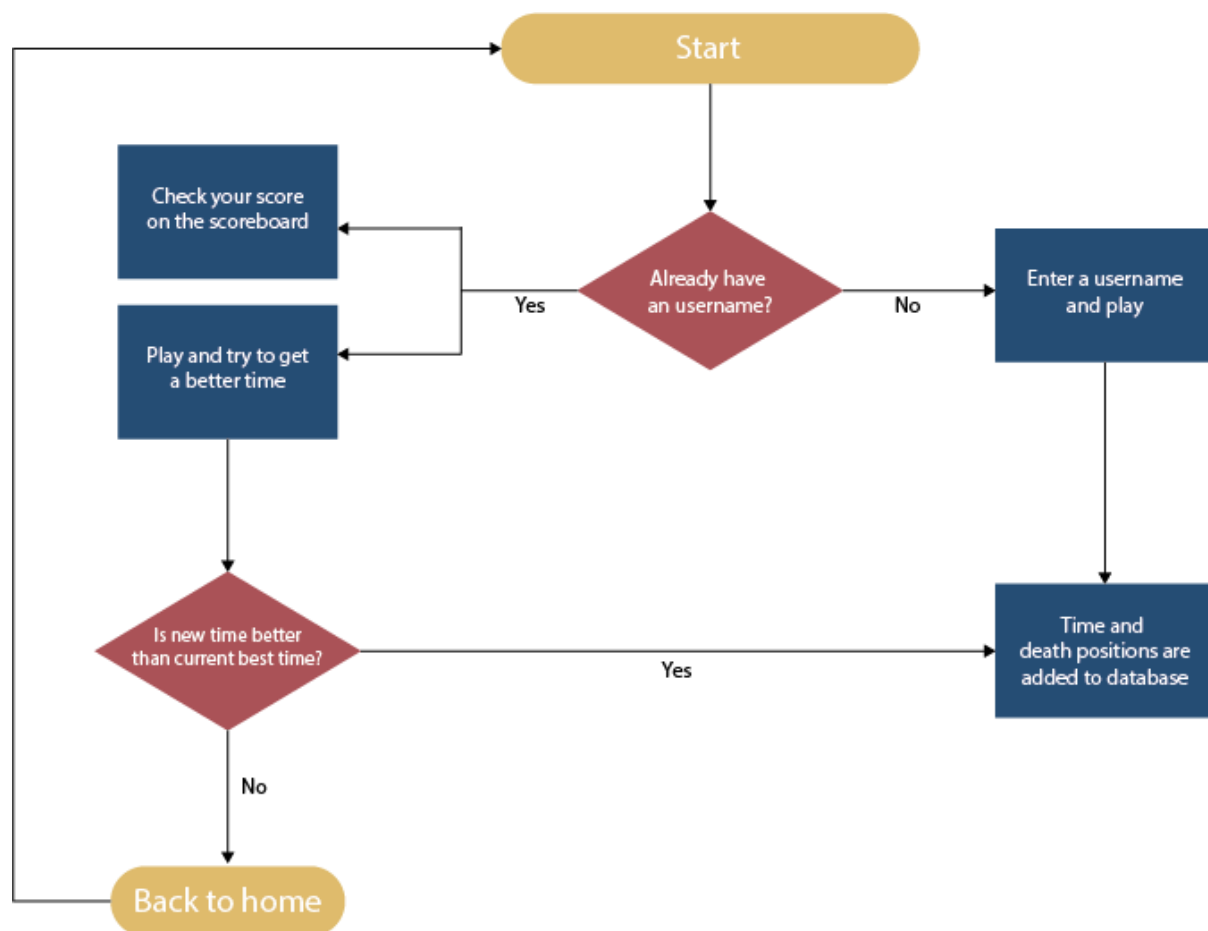
## Conventions:

All conventions and contributing guidelines are sourced from: <https://unity.com/how-to/naming-and-code-style-tips-c-scripting-unity>

## Folder Structure:

Best practices for folder structure organization are sourced from: <https://unity.com/how-to/organizing-your-project>

## Data Flowchart:



## Database Structure:

