Parkour Simulator Documentation
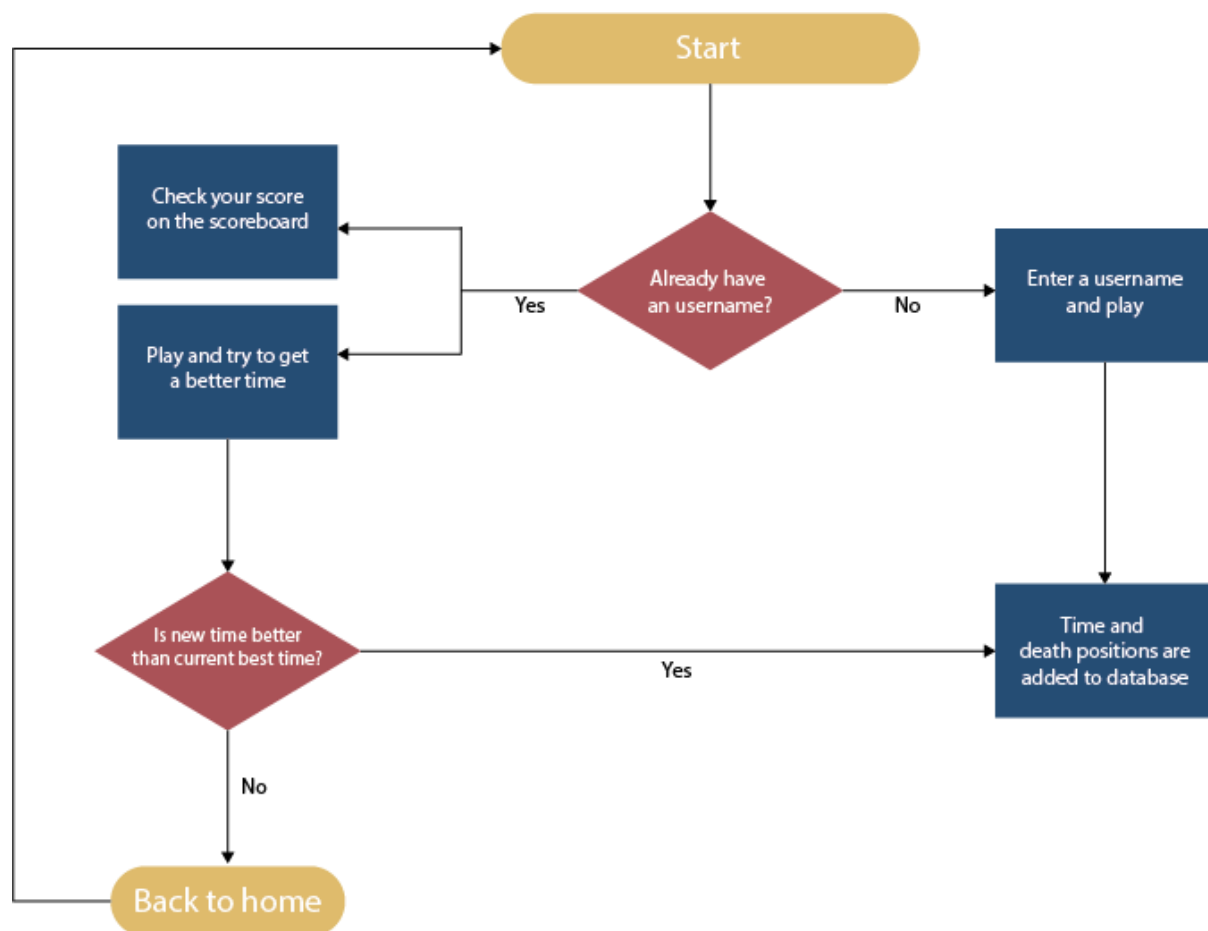
Conventions:

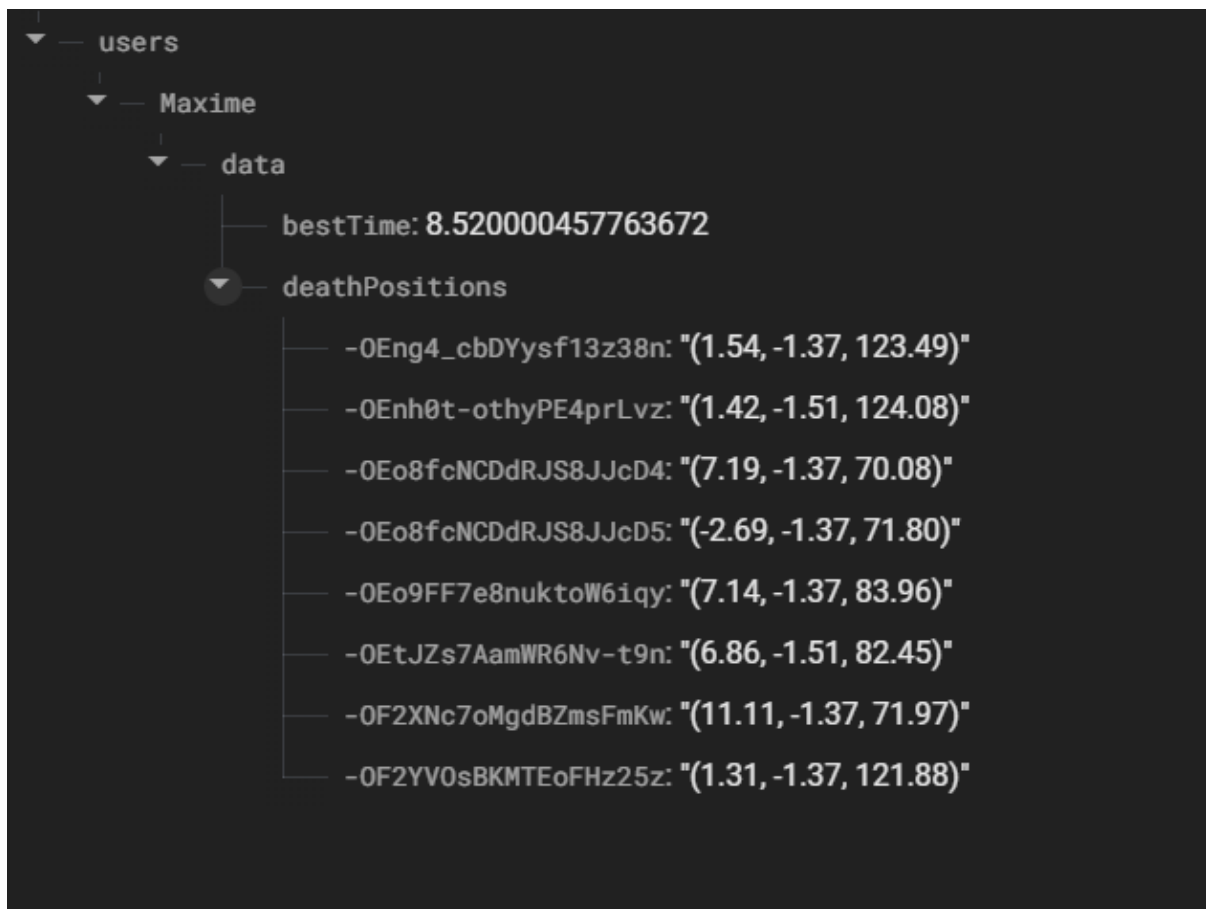All conventions and contributing guidelines are sourced from: https://unity.com/how-to/naming-and-code-style-tips-c-scripting-unity

Folder Structure:

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

Data Flowchart:

Database Structure:

```
▼ — users
    ▼ — Maxime
        ▼ — data
            ├── bestTime: 8.520000457763672
            ▼ — deathPositions
                ├── -OEng4_cbDYysf13z38n: "(1.54, -1.37, 123.49)"
                ├── -OEnh0t-othyPE4prLvz: "(1.42, -1.51, 124.08)"
                ├── -OEo8fcNCDdRJS8JJcD4: "(7.19, -1.37, 70.08)"
                ├── -OEo8fcNCDdRJS8JJcD5: "(-2.69, -1.37, 71.80)"
                ├── -OEo9FF7e8nuktoW6iqy: "(7.14, -1.37, 83.96)"
                ├── -OEtJZs7AamWR6Nv-t9n: "(6.86, -1.51, 82.45)"
                ├── -OF2XNc7oMgdBZmsFmKw: "(11.11, -1.37, 71.97)"
                └── -OF2YVOsBKMTEoFHz25z: "(1.31, -1.37, 121.88)"
```

Trello:

All tasks are listed in this trello:

https://trello.com/invite/b/6766c1996eee884846f9ff70/ATTI77b2f061cba9f88c0d080a08553a37982E1B4733/dev5-challenge3