

Shonen Showdown: Master Design & Technical Bible

Version: 0.3 (Final Draft)

Engine: Unity 6 (URP)

Network: Photon Fusion 2 (Shared Mode)

Repo Host: GitHub (Private)

PART 1: The "Don't Break The Game" Rules

Rule #1: The "Windows Explorer" Ban

- **NEVER** move, rename, or delete files using the standard Windows Folder/Explorer.
- **ALWAYS** perform these actions inside the Unity Project Window.
- **Why?** Unity creates a hidden ID card (.meta file) for every asset. If you move the file in Windows, you leave the ID card behind, resulting in "Missing Script" errors and Pink Squares.

Rule #2: The Underscore Hierarchy

- All team-created assets must reside inside Assets/_Shonen/.
- Never put files in the root Assets/ folder. That area is reserved for Plugins (Photon, DotTween, etc.).

Rule #3: Scene Sovereignty (The "Stay In Your Lane" Treaty)

1. **Problem:** If two people save the same Scene (.unity file), GitHub will break.
 2. **Solution:** We split the game into three distinct Scenes.
 - o **Georgi owns:** GameScene.unity (The Core Battle Logic).
 - o **Ricardo owns:** MainMenu.unity (UI, Lobby, Character Select).
 - o **Sam owns:** Sam_Sandbox.unity (A safe place to test Card Data and Audio).
 3. **The Rule:** You may open another person's scene to look, but **NEVER SAVE IT.**
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PART 2: Team Workflows & Folder Dictionaries

Section for RICARDO (Art Lead)

Your Domain: Assets/_Shonen/Art/

Your Scene: Assets/_Shonen/_Scenes/MainMenu.unity

Folder Path	What goes here?	When do I use this?

.../Art/Characters	.fbx models of Monsters.	When you export a new monster from Blender.
.../Art/Environment	Room walls, props.	When building the "Share House" or Battle Arenas.
.../Art/CardIllustrations	.png sprites for cards.	Set Texture Type to "Sprite (2D and UI)".
.../Art/UI	.png sprites for Menus.	Set Texture Type to "Sprite (2D and UI)".
.../Prefabs/UI	UI Prefabs (Finished Menu).	Main Workspace. Build menus here, not just in the scene.
.../Prefabs/Monsters	Monster Prefabs.	The Handoff. Drag your FBX here and make it a Prefab when done.

Critical Rules for Ricardo

- Pivot Point:** The pivot of every character must be at the FEET (Bottom Center).
- Scale:** 1 Unity Unit = 1 Meter. (Standard Monster = ~1.5 units).
- Texture Sizes:** Standard: 1024. Bosses: 2048. UI: 512.

Section for SAM (Design & Audio)

Your Domain: Assets/_Shonen/Data/ and Assets/_Shonen/Audio/

Your Scene: Assets/_Shonen/_Scenes/Sam_Sandbox.unity

Folder Path	What goes here?	When do I use this?
.../Data/Cards	Scriptable Objects (Card Files).	Check Google Sheet first. Then Right-Click Create > Shonen > Card Data.
.../Data/Keywords	Scriptable Objects (Tags).	Use for reusable effects (e.g., "Piercing",

		"DirectAttack").
.../Data/GameSettings	Global config files.	Only when Georgi tells you to tweak global rules.
.../Audio/SFX	.wav files (Short sounds).	When adding impact noises, sword slashes, or UI clicks.
.../Audio/BGM	.mp3 files (Long music).	When adding background tracks.

Critical Rules for Sam

- Spreadsheet First:** Always define stats in the **Google Sheet** before creating the file in Unity.
- Card Creation:** NEVER duplicate a card file in Windows Explorer. Always use Ctrl+D inside Unity.
- Prefix Protocol:** All Card Data files must be named Card_[Name] (e.g., Card_GedoStatue).
- Sandbox Rule:** Test your new cards in Sam_Sandbox to avoid breaking Georgi's battle code.

Section for GEORGI (Lead Dev)

Your Domain: Assets/_Shonen/Scripts/ and Assets/_Shonen/Prefabs/

Folder Path	What goes here?	When do I use this?
.../Scripts/Core	Game Managers, Turn Logic.	For the "Brain" of the game.
.../Scripts/Network	Photon Fusion code.	For multiplayer syncing.
.../Scripts/Cards	Card behavior logic.	For specific card effects.
.../Prefabs/Monsters	3D Models setup for Gameplay.	The object spawned on the table (linked to CardData).

.../Prefabs/Cards	Physical Card Templates.	The object the player holds in their hand.
.../Prefabs/Effects	Particle Systems/VFX.	Explosions, Summoning circles.

PART 3: The Daily Git Ritual

Step 1: Start of Day (Coffee Time)

- Open **GitHub Desktop**.
- Switch to the dev branch.
- Click **Fetch origin** \rightarrow **Pull origin**. (*Get the latest files*).

Step 2: Start Work (The Traffic Light)

- Open **Trello**.
- **Move a card to "DOING"**.
 1. *Crucial:* This signals "I am locking this file/scene."
 2. *Example:* If Ricardo puts "Main Menu Design" in **DOING**, Georgi knows not to touch MainMenu.unity.
- Switch to your personal branch (e.g., art/ricardo).
- **Merge dev into your current branch.** (*Update your branch with the team's latest work*).
- Open Unity and work.

Step 3: End of Day

- Commit your changes ("Added Gedo Statue Art").
- Push to origin.
- **Trello:** Right-click your card and **Archive** it.
 - *This signals "I am done. The file is unlocked."*