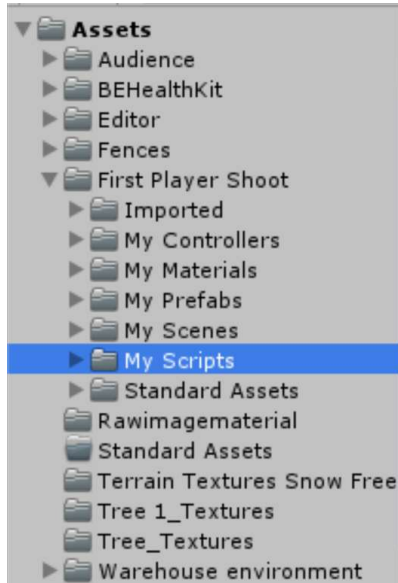


File Structure:

The root folder of our project is FPSshoot folder. All of our code and materials are included in Assets folder; the other folders in FPSshoot folder are generated by Unity automatically.

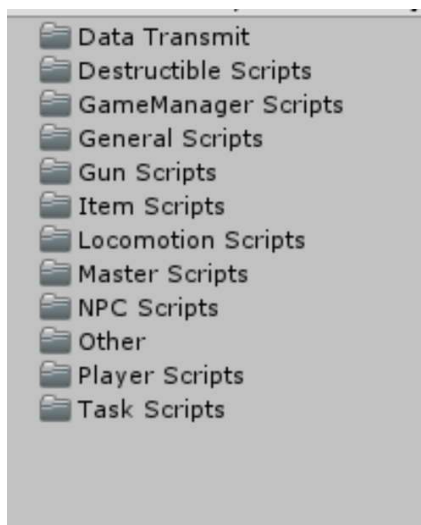
In Assets folder, except for the BEHealthKit and First Player Shoot folder, the other folders are used for providing associated textures and prefab models.



In the First Player Shoot folder, the structure is organized as follow:

- The Imported folder is also used for providing materials.
- My Controllers is a default folder in unity if developers add a controller in games.
- My Prefabs includes all the prefab models which we need to use in game.
- My Scenes includes two folders. One is called Game, another is called Game 1. These two folders include all of our scene setting.
- Standard Assets is also provided by Unity. It includes some basic materials and effects.
- My Scripts includes almost every source code file in our project.

In My Scripts Folder, the structure is organized is follow:



- Data Transmit is used for transmit data between two scenes
- Destructible Scripts is used for storing all of source code files about Bombs
- GameManager Scripts includes script files of GameManager
- General Scripts includes some test scripts
- Gun Scripts includes all of script files about Gun
- Item Scripts includes all of script files of Item
- Locomotion Scripts includes script files about how to control the character
- Master Scripts includes master scripts files which can control different system
- NPC Scripts includes all script files about NPC
- Other includes some important functional scripts files
- Player Scripts includes all scripts files about Player
- Task Scripts includes all of task scripts like N-back, Self-Talk, etc.

Script Code List:

- Assets\BEHealthKit\Example\
 - HealthKitTest.cs
- Assets\First Player Shoot\My Scripts\Data Transmit\
 - DataReceiver.cs
- Assets\First Player Shoot\My Scripts\Destructible Scripts\
 - Destructible_ActivateShards.cs
 - Destructible_CollisionDetection.cs
 - Destructible_Degenerate.cs
 - Destructible_Health.cs
 - Destructible_LowHealthEffect.cs
 - Destructible_ParticleSpawn.cs
 - Destructible_PlayerInventoryUpdate.cs
 - Destructible_Sound.cs
 - Destructible_TakeDamage.cs
 - Destructible_Explode.cs
- Assets\First Player Shoot\My Scripts\GameManager Scripts\
 - GameManager_GameGoals.cs
 - GameManager_GameGoalsScene2.cs
 - GameManager_GameOver.cs
 - GameManager_GoToMenuScene.cs
 - GameManager_PanelInstructions.cs
 - GameManager_References.cs
 - GameManager_RestartLevel.cs
 - GameManager_ToggleCursor.cs
 - GameManager_ToggleInventoryUI.cs
 - GameManager_ToggleMenu.cs
 - GameManager_TogglePause.cs
 - GameManager_TogglePlayer.cs
 - GameManager_ToggleSetting.cs
- Assets\First Player Shoot\My Scripts\Gun Scripts\
 - Gun_Ammo.cs
 - Gun_AmmoUI.cs
 - Gun_Animator.cs
 - Gun_ApplyDamage.cs
 - Gun_ApplyForce.cs
 - Gun_BurstFireIndicator.cs
 - Gun_DynamicCrosshair.cs
 - Gun_HitEffects.cs
 - Gun_MuzzleFlash.cs
 - Gun_NPCInput.cs
 - Gun_Reset.cs

- Gun_Shoot.cs
- Gun_Sounds.cs
- Gun_StandardInput.cs
- Assets\First Player Shoot\My Scripts\Item Scripts\
 - Item_Ammo.cs
 - Item_Animator.cs
 - Item_Colliders.cs
 - Item_Drop.cs
 - Item_Name.cs
 - Item_Pickup.cs
 - Item_Rigidbody.cs
 - Item_SetLayer.cs
 - Item_SetPosition.cs
 - Item_SetRotation.cs
 - Item_Sound.cs
 - Item_Tag.cs
 - Item_Throw.cs
 - Item_Transparency.cs
 - Item_UI.cs
- Assets\First Player Shoot\My Scripts\Locomotion Scripts\
 - AngleMovement.cs
 - BombButtonControl.cs
 - JumpControl.cs
 - PickupControl.cs
 - PlayerMotor.cs
 - ShootControl.cs
 - ThrowControl.cs
 - VirtualJoystick.cs
 - VirtualJumpstick.cs
- Assets\First Player Shoot\My Scripts\Master Scripts\
 - Destructible_Master.cs
 - Enemy_Master.cs
 - GameManager_Master.cs
 - Gun_Master.cs
 - Item_Master.cs
 - NPC_Master.cs
 - Player_Master.cs
- Assets\First Player Shoot\My Scripts\NPC Scripts\
 - NPC_Animations.cs
 - NPC_CollisionField.cs
 - NPC_DropItems.cs
 - NPC_HeadLook.cs
 - NPC_Health.cs
 - NPC_HoldRangeWeapon.cs

- NPC_RagdollActivation.cs
- NPC_Spawner.cs
- NPC_StatePatrol.cs
- NPC_StatePattern.cs
- NPC_TakeDamage.cs
- NPC_test.cs
- NPC_TurnOffAnimator.cs
- NPC_TurnOffNavMeshAgent.cs
- NPC_TurnOffStatePattern.cs
- NPCState_Alert.cs
- NPCState_Flee.cs
- NPCState_Follow.cs
- NPCState_Interface.cs
- NPCState_InvestigateHArm.cs
- NPCState_MeleeAttack.cs
- NPCState_Pursue.cs
- NPCState_RangeAttack.cs
- NPCState_Struck.cs
- Assets\First Player Shoot\My Scripts\Other\
 - MapTaskInfo.cs
 - SavWav.cs
 - TaskIntroduction.cs
- Assets\First Player Shoot\My Scripts\Player Scripts\
 - Player_AmmoBox.cs
 - Player_CanvasHurt.cs
 - Player_DetectItems.cs
 - Player_Health.cs
 - Player_Inventory.cs
- Assets\First Player Shoot\My Scripts\Task Scripts\
 - AttentionControlScript.cs
 - ChangeScene.cs
 - GoalSetting.cs
 - MapScript.cs
 - MoveScene.cs
 - NbackScript.cs
 - Recording.cs
 - SelfTalk.cs
 - SelfTalkScene2.cs
 - TaskCanvasScript.cs
 - TaskInformation.cs
 - TechnicalBreathing.cs
 - Visualization.cs
- Assets\First Player Shoot\My Scripts\General Scripts\
 - MainMenu.cs

- TestGameOver.cs
- TestMap.cs