Lab Report

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Game221 - 001

This report undertakes the programming practice of automatic folder creation. Without project folder organization teams can easily lose their project files. The main goal of the lab was to write a tool script for unity that could help project teams start off with a well-organized folder structure with .txt files in most of the folders to communicate what to put in them.

### Technical Outline

* Import Dependencies
  + System.IO
  + UnityEditor
* Flag the function to be a menu item
  + For each folder to be needed use the AssetDatabase.CreateFolder() function.
    - First parameter is the base folder you want to create the folder in as a string.
    - The second parameter is the new folder name as a string.
  + For each .txt file use the System.IO.File.WriteAllText() function
    - While using the Application.dataPath to start the directory path in the ‘Assets/’ Folder
  + After all your folder changes use the AssetDatabase.Refresh() function to update the folder browser in unity.