

File Structure

- CSE455-Salvage
 - .git (Project Folder)
 - Assets (Hidden, used for Git)
 - Art (Contains all files to be deployed)
(Art assets, e.g. sprites and fonts)
 - Animations
 - ApplIcon
 - Icon2
 - SpriteAtlases
 - Fonts
 - Sprites
 - Asteriods
 - Backgrounds
 - Planets
 - Ships
 - Player1Sprites
 - UI Elements
 - Redelivered Assets
 - Salvage UI Examples
 - NGUI (NGUI Plugin, slightly modded)
 - Examples
 - Resources
 - Scripts
 - Plugins (Contains Custom DLLs)
 - Prefabs (Contains Saved GameObjects)
 - Bullets
 - Enemies
 - Necessary
 - Planets
 - UI
 - Resources (Assets to be read at runtime)
 - Asteroid
 - Scenes (Scene Files)
 - Scripts (Scripts created by team)
 - Aaron
 - Jared
 - Joe
 - Jon
 - Assets
 - Jonathan Cabe
 - Marques
 - Parker
 - AI
 - Managers
 - Misc

- Objects
 - UI
 - WorldGenerator
- Ryan
 - Constant Background
 - InGameScripts
 - MenuScripts
- ShurikenMagic
 - ToExport
 - Materials
- Sounds
 - Music
 - Game Over
 - Level Music
 - Menu Music
 - SoundFX
 - Alarm
 - Explosion
 - Flying Ship
 - Shooting
- TempAssets (Files that are to be replaced)
- CSE 455 Final Documentation (Required deliverable documents)
 - All Source Code (Copies)
 - Class Diagrams
- Library (Unity's Library, DO NOT MODIFY)
- ProjectSettings (Settings for specific project)

Features to be implemented

- Store
- Customizable ships
- More enemy types
- More weapons
- More Art assets to increase the available items in game

Features to be improved

- Level loading and pooling algorithms
- Enemy Algorithms
- Player, Enemy & Asteroid Movements to be more realistic