**File Structure**

* CSE455-Salvage (Project Folder)
  + .git (Hidden, used for Git)
  + Assets (Contains all files to be deployed)
    - Art (Art assets, e.g. sprites and fonts)
      * Animations
      * AppIcon
      * 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 documetns)
    - 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