# Folder Structure

AnimationStateScripts: Sends events when an animation finishes, may do other things eventually.

* Items within are self-explanatory

ArCore: Houses ARCore controller which does our little bit of AR code

Events: Static classes containing C# events through which other classes may communicate.

* Items within are self-explanatory. Updated 12/12

GameObjects: Contains behaviors for in game objects

* **City**: Generative city stuff, including collsion detection
* HexGrid: Generates the city. Updated 12/12
  + City: GameObject that holds the city. Updated 12/12
  + Building: Collision behaviors for non-destroyed building. Updated 12/12
  + HexBehavior: Collision behaviors for destroyed building parts
* ArmBehavior: Handles behaviors for arms. Animations and volleying of shots. Updated 12/12
* EnemyBehavior: Handles behaviors for enemies. Updated 12/12
* InGameStore: Placeholder for handling the in-game store.
* MouthBehavior: Handles Behaviors for mouth. Eating and shooting enemies. Updated 12/12
* NonARCamera: Handles camera control in NonAR Mode. Added 12/12
* Pausable: Parent object for things affected by pausing.
* PowerUpButton: Placeholder for activating powerups. Updated 12/12
* ShotBehavior: Handles player shot behaviors. Updated 12/12
* SpawnEnemies: Spawns enemies. Updated 12/12

Managers: Manager type scripts, handles things that are out of the scope of individual objects

* Inventory: Local representation of certain player stats and inventory. Updated 12/12
* MainGameContoller: Controls main game, including scoring and tracking events within the game.
* MainGameUIManager: Currently handles loading the pause menu.
* MenuManager: Handles loading menus in the main menu scene.

Menus: Scripts that have to do with menu functionality

* ChangeScene: Changes to a scene.
* CurrencyCounters: Displays for currencies
* InventoryItem: Representation of an item in the player inventory on screen
* MenuManagerChangeButton: Causes the MenuManager to load a menu.
* PauseButton: Pauses game.
* PauseMenu: Destroys pause menu when game is unpaused
* PlayerInventoryScreen: Displays player inventory
* PlayerLevelBar: Experience bar for player.
* ScoreDisplay: Displays score
* StoreButton: Buttons for confirming/canceling purchase in store
* StoreFront: Displays a store's contents
* StoreItem: Representation of a store item on screen