**Structure**

*This file describes the general structure of the app, how it is divided, where can you find each script*

4 main parts:

-Museums

-Games

-Model placement

-Core module

When One part is used, the others are deactivated, except for the Core module which is used across all the app. This is to optimize the performance.

**Museums**

-Scripts related to the Museums part of the app

-Menu: “MuseumMenus”

-Scripts location in the scene: “Museums” GameObject

-Scripts location in assets: Scripts/Museums

**Games**

-Scripts related to the Games part of the app

-Menu: “Games”

-Scripts location in the scene: “Games” GameObject

-Scripts location in assets: Scripts/Games

King Survival

Scene location: Scenes/Games

Scripts location in the Scene: Placed on different GameObjects

Reaction

Scene location: Scenes/Games

Scripts location in the Scene: Placed on different GameObjects

**Model placement**

-Scripts related to ModelPlacement part of the app

-Menu: “ModelPlacementMenus”

-Scripts location in the scene: “ModelPlacement” GameObject

-Scripts location in assets: Scripts/CoreModule/UI

**Core module**

This is contains reusable scripts, which are used in all of the other apps. It’s divided into more parts:

UI

-Scripts related to UI, like scripts related to animations and tutorials

-Scripts location in the scene: “MainCanvas” GameObject, children of the “InAppMenus” GameObject

-Scripts location in assets: Scripts/CoreModule/UI

WEB

-Scripts related to the downloading of files from the internet

-Scripts location in the scene: “WEB” GameObject

-Scripts location in assets: Scripts/CoreModule/WEB

AR

-Scripts related to augmented reality like handling ImageTargets

-Script location in the scene: “AR” GameObject

-Script location in assets: Scripts/AR

Others

-Scripts related the settings, scene loading, and other scripts that do not belong elsewhere

-Script location in the scene: “Others” GameObject

-Script location in assets: Scripts/CoreModule/Others

Shared

-Scripts that contain variables from all other parts. These can be modified often when an update is made to one part.

-Script location in the scene: “Shared” GameObject

-Script location in assets: Scripts/CoreModule/Shared