# Structure de Fichiers - Io Genesis (Organisation Modulaire)

## 1. Documents de Conception

- game\_design\_documents/

- game\_design\_documents/document\_de\_vision.md

- game\_design\_documents/gdd\_principal.md

- game\_design\_documents/systemes\_et\_mecaniques.md

- game\_design\_documents/evenements\_et\_missions.md

- game\_design\_documents/satellites/

- game\_design\_documents/satellites/liste\_des\_satellites.md

- game\_design\_documents/satellites/details\_caelum.md

- game\_design\_documents/satellites/details\_aetheris.md

- game\_design\_documents/satellites/details\_solara.md

- game\_design\_documents/satellites/details\_lunara.md

- game\_design\_documents/satellites/details\_borealis.md

- game\_design\_documents/satellites/details\_ignis.md

- game\_design\_documents/satellites/details\_maris.md

- game\_design\_documents/satellites/details\_terris.md

- game\_design\_documents/satellites/details\_astris.md

- game\_design\_documents/satellites/details\_zephiris.md

## 2. Documents Narratifs

- univers\_et\_scenario/

- univers\_et\_scenario/lore\_et\_contexte.md

- univers\_et\_scenario/quetes\_et\_dialogues.md

- univers\_et\_scenario/bible\_de\_l\_univers.md

## 3. Assets Visuels

- graphisme\_ui\_ux/

- graphisme\_ui\_ux/concept\_art/

- graphisme\_ui\_ux/concept\_art/design\_des\_satellites.png

- graphisme\_ui\_ux/concept\_art/design\_des\_bases\_et\_robots.png

- graphisme\_ui\_ux/interfaces\_et\_maquettes/

- graphisme\_ui\_ux/interfaces\_et\_maquettes/wireframes\_et\_maquettes.md

- graphisme\_ui\_ux/interfaces\_et\_maquettes/style\_guide.md

- graphisme\_ui\_ux/effets\_visuels/

- graphisme\_ui\_ux/effets\_visuels/animations\_et\_transitions.mp4

- graphisme\_ui\_ux/effets\_visuels/effets\_meteorologiques.mp4

## 4. Documentation Technique

- developpement/

- developpement/specifications\_techniques.md

- developpement/diagrammes\_de\_flux.md

- developpement/scripts\_et\_code/

- developpement/scripts\_et\_code/exploration.py

- developpement/scripts\_et\_code/gestion\_des\_bases.py

- developpement/scripts\_et\_code/ia.py

- developpement/scripts\_et\_code/evenements\_proceduraux.py

- developpement/plan\_de\_versionnement.md

## 5. Test et Équilibrage

- qualite\_et\_balancing/

- qualite\_et\_balancing/plans\_de\_test.md

- qualite\_et\_balancing/feuilles\_d\_equilibrage.xlsx

- qualite\_et\_balancing/rapports\_de\_bugs.md

## 6. Documentation Audio

- sound\_design/

- sound\_design/bibliotheque\_sonore.md

- sound\_design/sound\_map.md

## 7. Planification et Gestion

- organisation/

- organisation/roadmap\_de\_developpement.md

- organisation/outils\_de\_suivi.xlsx

- organisation/budget\_previsionnel.xlsx

## 8. Marketing et Communication

- promotion\_et\_lancement/

- promotion\_et\_lancement/plan\_de\_communication.md

- promotion\_et\_lancement/pitch\_deck.pptx

- promotion\_et\_lancement/teaser\_et\_trailers.md