

Assets Structuur

Assets: Scenes	: Menu's	alle UI
	: Test levels	Scripts testing
	: prototypes	Sprint prototypes
	: Materials	materials
	: Lighting	Light maps voor de scene switches
	: levels	Alle overige maps
	: Scripts: Input System	Buttons Input
	: Menu's	UI code
	: Player movement	Player movement
	: Rotate Level	All rotating scripts