Game Architecture & Course Structure

Dungeon Overview Map	Game Music	Pause Menu	Main Menu	Dungeon Room Editor	Main Game Scene Set- Up	Dungeon Room Templates	Dungeon Builder	Initial Player Set Up	Player Movement & Control
Dungeon Chests									Dungeon Doors & Lighting
Enemy Ammo Patterns	Unity 2D Dungeon Gunner Roguelike								Object Pooling
Moveable Objects	Development Course								Player Weapons & Ammo
Decorating The Dungeon									Sound Effects
Battling Through Levels	Health & Damage	Enemy Weapons & Ammo	Spawning Enemies	Enemy Al Movement	AStar Pathfinding	Enemy Animations	Enemy Setup	Weapon & Ammo Special Effects	MiniMap