Tech Design

**Unity Version**: 2019.3.0f5

**Naming Convention**: Because of the way the game was made, some assets have to have the same name as the assets that came with the original game, due to the way the scripts were made. But, when we have control of the names of our assets we will use this naming convention:

Type-OF-Asset\_Descriptive Name

EX: “ART\_DinosaurJump” “SOUND\_100POINTS”

ART – Art Assets

TECH – Tech Assets

SOUND/MUSIC – Sound or Music Assets

DOCUMENTATION – Documentation Documents

Game Design

**Levels:**

* Master copy Level
* Plus Content Level

**Game Objects:**

* Dinosaur (Player)
* Cactus (Spikes)
* Pterodactyl (Moving Enemy)
* Ground
* Seeds (Coins)
* Eggs (Chests)
* Background
* Walls
* Nest (Goal)