Tech Design

**Unity Version**: 2019.3

**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)
* Background
* Walls
* Goal