**Team 2020 Developer’s Manual**

Environment Setup:

* *Platform*: Unity
* *Version*: 2020.1.3f1
* *Download Link*: <https://store.unity.com/download>

Install Unity:

1. Click on the "Individual" tab then click "Get started" under the Personal Plan.
2. Follow steps to download launcher.
3. Click on the download file and follow the installer wizard.
4. Once finished, you'll be greeted to a Welcome Screen and a Get Started prompt.
5. \*\*Note:\*\* you may need an external text editor

Code (High Level):

* UI and Sound Manager (Ben)
  + UI Element
    - Text UI Element
    - Interactable UI Element
    - Graphical Element
  + Sound Manager
    - Sounds
* Different Enemy (Heba)
  + Item
  + Reaction
  + Big bosses
* Enemy Controller (Davey)
  + Boss Level One
    - Enemy Item
  + Boss Level Two
    - Enemy Item
  + Enemy Movement
* Character Movement (John)
  + Player Movement
  + Demo Movement
* Environment (Justin)
  + EnvObject
    - EnvHazard
    - Falling Platform
    - Moving Platform
      * Travel Points
* Pick-Ups (Keller)
  + Items
  + powerUps
    - multiJump
    - powerAxe

How to create a prefab:

1. Create a GameObject in the scene.
2. Drag the GameObject from the Hierarchy tab into the Project tab.
   1. Optional: Create a prefab folder within the Assets folder.

Patterns:

* Visit <https://sourcemaking.com/design_patterns> to find design patterns. The website also provides a free eBook with in-depth information on the different types of patterns.
* The best way to find a pattern that fits your program depends on the coding standards the styling is following.