

EscaVel Project Structure

1. Rename “EscaVelProjectStructure” to appropriate **use-case** name which is provided to you by team.
2. Rename “==usecase-name==” to appropriate **“use-case”** name.
3. Your project structure must contain the following folders.

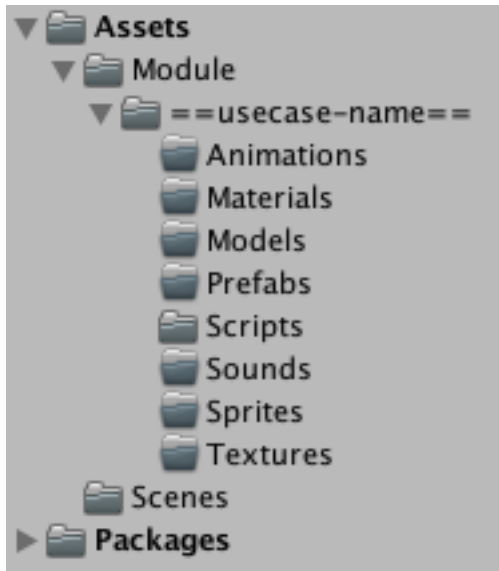


Fig. (1) Script Structure

4. In project structure you find a script called “UIManager” rename it to “UIManager<usecase-name>”
5. In UIManager script you follow kind of structure where you need to replace “use_case_name” with **“use-case”** name which is provided to you by team.

```
//replace use_case_name with the name of Use-case which is provided to you.
namespace use_case_name
{
    // this class is attached with Canvas object of scene.
    0 references
    public class UIManager : MonoBehaviour
    {
        // write all the code regarding interaction with UI and all the click events in screen canvas.
    }
}
```

Fig. (2) UIManager Script

6. Put all the Plugins inside “Assets” folder directly.