

# Reignite Maintenance Manual

## File Structure

- Reignite
    - .git
    - Assets
      - Art
        - Animations
          - Flame Animation
        - Atlas
          - Background Atlas
          - Fonts
          - Reignite Atlas
        - Audio
          - Music
          - Sound FX
        - Images
          - Environment Sprite Sheets
          - Icons
          - Objects
          - Therese
          - UI Images
        - Materials
        - UI
          - Exploration Menus
          - Main Menu
      - Editor
        - JCTools
      - NGUI
        - Resources
        - Scripts
      - Prefabs
        - LevelSetup
        - Rhythm
      - Resources
        - Dialogue Data
        - Player Data
        - Plugins
        - Song Data
      - Scenes
        - Test Scenes
      - Scripts
        - Deanna
        - Jonathan Cabe
        - Michael
        - Robert
        - Robinson
      - Temp Assets
        - Deanna
        - Jon
        - Sally
    - Library
    - Project Settings
    - Temp
    - **CSE 455 FINAL DOCUMENTS**
- (Project Folder)  
(Hidden, used for git)  
(Contains all important files for the project)  
(Art assets like images / music)
- (Contains editor tool scripts for Unity)
- (Files for NGUI, the UI tool)
- (Contained objects of saved states)
- (Read / Write location for .xml's)
- (Scene files)
- (Script files created by team)
- (Temporary assets)
- (Library files used by Unity)  
(User settings for user)  
(Unity temp files)  
(Required deliverable documents)

## **Features To Be Implemented**

- Story flow state machine
- Item click to use mechanics
- Additional rooms and content
- Character animations
- Options menu and functionality
- Quest/Objective indicators
- Cursor changes
- Multi save/load games
- Multi choice practice songs
- Scene Lighting
- Inventory UI Submenus

## **Features To Be Improved**

- Movement and collision
- Pathfinding
- Modular Rhythm Section scoring algorithms
- Compatibility with mac / linux, etc.
- Inventory with respect to screen space
- Sounds and music
- Inventory details/information
- Quest/Objectives
- UI menu sets, notifications
- Visual Indicators for environment / rhythm section
- Screen transitions and orientations.
- Saving to include environment information
- Use of save data encryption/decryption

## **Further Notes**

Most of the information about the game can be found here:

<https://github.com/jcabe4/Reignite/wiki>