

# Folder structure for assets

## Folder Structure for Jammin' Eats

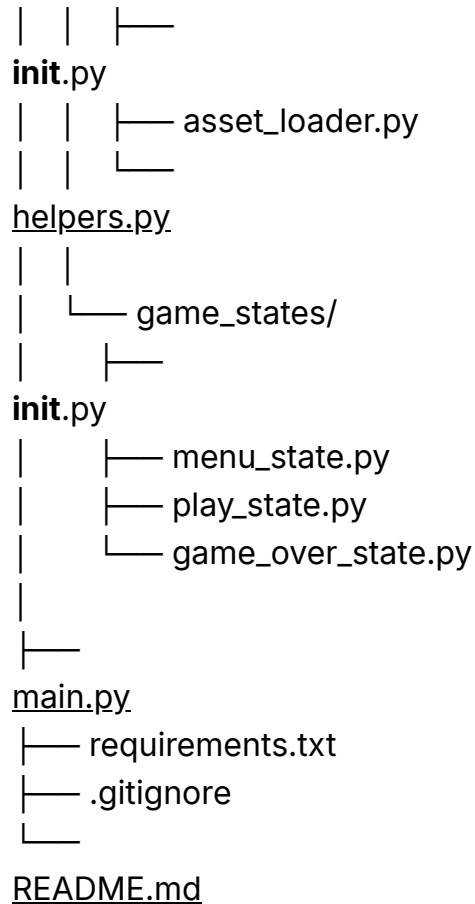
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```
JamminsEats/
|
|— assets/
|   |— backgrounds/
|   |   |— level1/
|   |   |   |— level1.png
|   |
|   |— sprites/
|   |   |— characters/
|   |   |   |— kai/
|   |   |       |— kai_up.png
|   |   |       |— kai_down.png
|   |   |       |— kai_left.png
|   |   |       |— kai_right.png
|   |
|   |— sounds/
|   |   |— characters/
|   |   |   |— food_throw.wav
|   |   |— vehicles/
|   |   |   |— engine_idle.wav
|   |   |— ui/
|   |       |— button_click.wav
|
|— database/
|   |— models/
|   |   |—
|
init.py
|   |   |—
|
player.py
|   |   |—
```

```

food.py
| | └─
customer.py
| | └─
stats.py
| |
| └─
init.py
| └─
config.py
| └─ db_manager.py
|
└─ src/
| └─
init.py
| └─ game_objects/
| | └─
init.py
| | └─
player.py
| | └─
customer.py
| | └─
food.py
| | └─
particle.py
| |
| └─ ui/
| | └─
init.py
| | └─
menu.py
| | └─
button.py
| |
| └─ utils/

```



## Naming Conventions

- **assets/** - Contains all game assets, organized by type and purpose
- **database/** - For your future database integration, with models for different game entities
- **src/** - Source code organized into:
  - **game\_objects/** - Classes for game entities (player, customers, food, etc.)
  - **ui/** - User interface elements
  - **utils/** - Helper functions and asset management
  - **game\_states/** - Different game states (menu, playing, game over)
- **main.py** - Your game's entry point

- **requirements.txt** - List of Python dependencies (at minimum: `pygame` )
- **.gitignore** - Standard Python gitignore file
- **README.md** - The documentation we created earlier