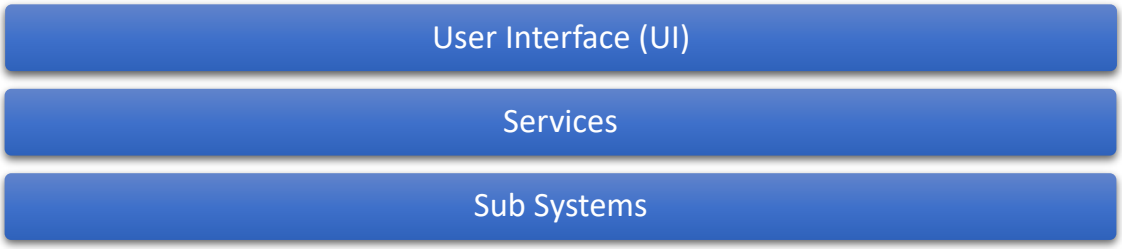
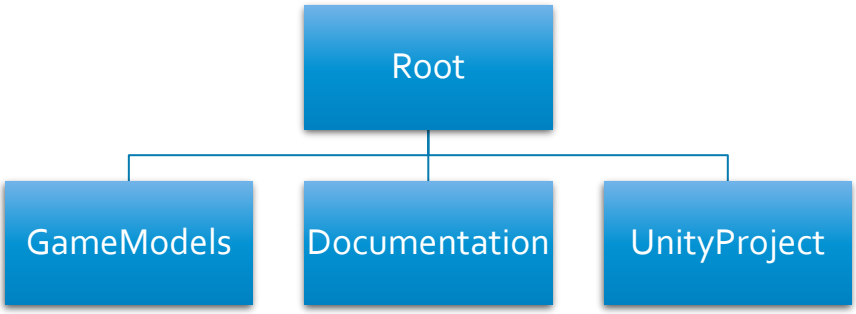
A GAME THAT NEEDS A NAME

BASIC ARCHITECTURE

The game follows a basic layered architecture using Services to interface the Domain Logic this being split into various systems. The Services that interface the different Systems are used to simplify their access and help developers interact whit each other. Subsystems can use the interfaces as well as the UI. The communication of internal state of subsystems is done using views and not directly.



DIRECTORY MANAGEMENT



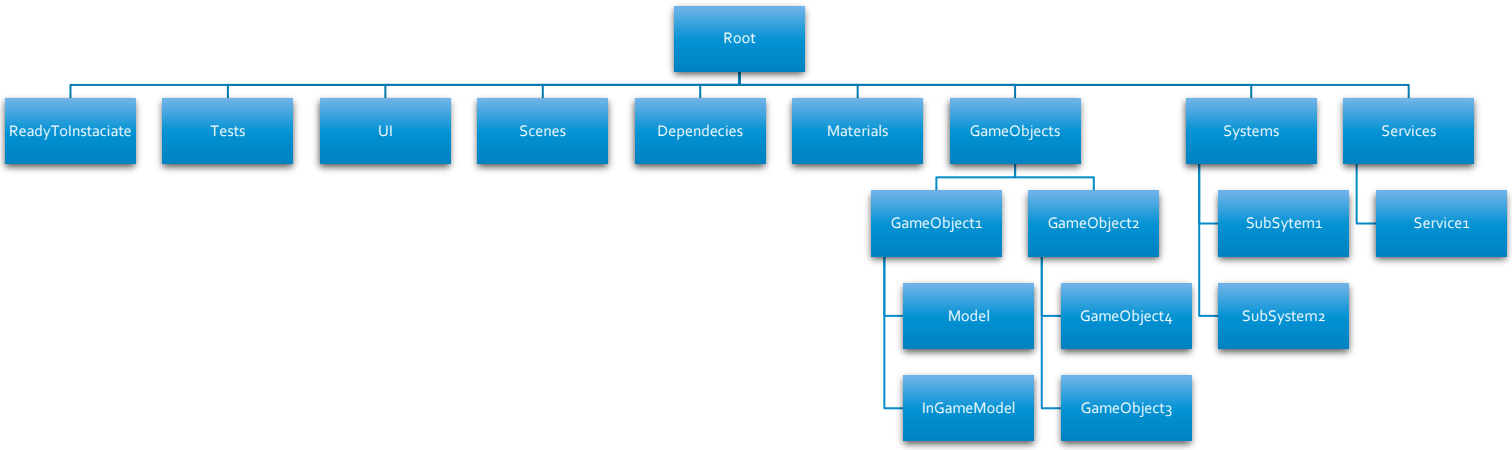
GameModels
Modelation software files containing the game assets.

Documentation
Documentation for the project.

UnityProject
Unity project files.

ORGANIZATION IN UNITY EDITOR

The file organization of the game follows the following scheme:



ReadyToInstatiate
GameObjects with components added and ready to be instantiated into the game

Tests
Test Scripts that can be added to test specific functionalities

UI
The UI scripts used in the game.

Scenes
The different Scenes of the game.

Dependencies
Outside libraries and assets used by the game.

Materials
The Materials used by the GameObjects.

GameObjects
The different GameObjects used in the game. The Model represents the model imported from a Modeling Software. The InGameModel is a Model ready to be instantiated in game whit the scripts and components needed already attached.

Systems
The different systems of the game, the idea is for the developer to not have to look at this directory to implement new functionality (using exclusively the Services Directory).

Services

The Services are stored in the Services directory in a way that if a developer wants to add a functionality in the code it can consult the directory and make easy use of the different systems already in place. The Services NEED TO BE DOCUMENTED along with the way they work and the pre-requisites of each functionality.