

# Getting started

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When starting to explore the project, looking at the `ObjectController.cs` is a good place to start. Other important classes are located in the **Core**-folder, see below.

## Directory structure

```
Assets/  
├─ 3rdParties  
├─ Animation  
├─ Materials  
├─ Music  
├─ Palettes  
├─ Prefabs  
├─ Scenes  
└─ Scripts  
    ├─ Combat  
    ├─ Core  
    │   ├─ CameraController.cs  
    │   ├─ DayController  
    │   ├─ Helper.cs  
    │   ├─ ObjectController.cs  
    │   ├─ Save  
    │   └─ SceneManagement  
    ├─ Enemy  
    ├─ Health  
    ├─ Player  
    └─ UI
```