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Single Player Game Architecture

* Prefabs Folder
  + Contain various prefabs that deals with the in-game models such as the player model and walls. Aesthetically pleasing models will be added in the future, current tiles are just placeholders.
* Resources Folder
  + Input subfolder is used to hold the directional movement inputs and bomb deployment input, in this case spacebar or ‘jump’.
  + Prefabs that contain the bulk of the written script components are found in the Managers subfolder.
    - GameManager: In charge of keeping track of the number of players there are currently in the game, round time, and checks if a ‘victory’ condition is met and end the game.
    - InputManager: Receives number of players from GameManager and then adds each player to a private list containing Players. Since it is a single player game as of right now, it only handles one user input.
    - MapGenerator: Takes a .txt file which contains a 2D grid of a map. Each number represents a different type of prefab. Map generation is done in a bottom to top order.
    - SoundManager: Handles the sounds found within a scene.
    - Spawner: Deals with the generation of bombs and explosions within the game scene. Created when the user deploys a bomb.
    - WindowManager: The prefab oversees the number of window prefabs currently available and determines which canvas is active or not. High level explanation – each prefab of a window is toggled on and off.
* Scenes Folder
  + Holds all the scenes currently being used/tested.
* Scripts Folder
  + Controls subfolder contains the various scripts that involve user input. Used in InputManager.
  + Effects Manager subfolder deals with the bomb/explosion spawning effect and sounds.
  + Game subfolder contains the explosion logic which checks whether the explosion of the bomb is blocked by an indestructible wall or it destroyed a valid space.
  + Map Generation subfolder contains the scripts (MapGenerator) in which the .txt file is read and generated into the game scene.
  + Player subfolder contains the PlayerScript which determines the color a user will have. Since it is single player always defaults to the first color which is red.
  + Startup Scripts subfolder contains the StartManagers script. A script component found in each Main Camera game scene, simply dictates which Manager is enabled at the start of each scene.
  + Windows subfolder has all the different scripts for each different canvas. Each script is in charge of toggling off their current window and toggling on the next desired window.
  + Singleton script allows only one instance of a specified object derived from the Singleton class to be initialized. Allows global access of that specified Singleton object.
  + ButtonBehavior script is attached to the various menu buttons found within the main menu.