

## Locations of Folders Worked Used

**All under** biorubebot-dev-master:

ReadMe File □ Tells about project and gives tips to developers

Application File □ Working version of the game

Documents Folder: □ Place for all documentation

Previous Group Documents.

Assets Folder: □ Contains all the files that can be manipulated and changed to improve on or delete from the game.

Prefabs Folder □ Contains all the prefabs that are required for Unity to make use of the game objects.

Scripts Folder □ Contains the C# Mono code for all the interactions with the game objects.

Sprites Folder □ Contains the 2d graphic objects for the game.