

# Welcome

# Documentation

## Sprint 2

- [Code Reviews](#) - Code Quality and Readability Reviews
- [Controls](#) - Guide of keybinds for Sprint 2
- [Team Roles](#) - Initial assigned roles for Sprint 2
- [Final Documentation](#) - Sprint outcomes and planned vs completed features

## General Notes & Information

- [Team Meetings](#) - Meeting notes and schedule
- [Pitch](#) - Game pitch presentation slides

## Development Documentation

- [Framework Overview](#) - ECS architecture and implementation guide
- [ECS Best Practices](#) - Development guidelines and patterns
- [Syntax Cheat Sheet](#) - C# syntax examples from codebase
- [TODO List](#) - Future features and improvements

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# Namespace ECS

## Namespaces

[ECS.Components](#)

[ECS.Core](#)

[ECS.Events](#)

[ECS.Resources](#)

[ECS.Systems](#)

## Classes

[Game1](#)

[Program](#)