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

Namespace ECS

Namespaces

ECS.Components

ECS.Core

ECS.Events

ECS.Resources

ECS.Systems

Classes

Game1

Program