* Time Defense Force
	+ Assets
		- Environment (4/24/2018)
		- Hades Heroes\_UI (3/8/2018)
		- Hero (2/15/2018)
		- Medusa (2/15/2018)
		- Old (2/27/2018)
		- Terrain (3/22/2018)
		- Traps (3/22/2018)
		- Weapons (3/22/2018)
		- GoldenRecord.FBX (4/26/2018)
		- New\_Floorsets.zip (`6/14/2018)
	+ Black hole (folder of unity stuff) (5/3/2018)
	+ Concept (Pictures of Concepts for characters the game) (2/8/2018)
	+ Documentation
		- Adam Tabiat(folder)
			* (WIP)Level up mockup (2/24/2018)
			* Flowchart\_HadesHeoes.jpg (5/1/2018)
			* Gameplay.jpg (5/1/2018)
			* Hades’\_Heroes\_art\_stuff.pptx (2/20/2018)
			* Hades’\_Heroes\_art\_stuff.pptx (2/20/2018)
			* SavesforScripting.docx (2/27/2018)
			* Start Game.jpg (5/1/2018)
		- Alex (folder)
			* Asset List – Medusa (2/20/2018)
			* Hero Flowchart - Page 1.pdf (2/1/2018)
			* Medusa Level Chart.vsdx (2/5/2018)
			* Monsters (4/3/2018)
			* Painterly-spell-icons-2.zip (3/22/2018)
			* Trap Resources Docs (4/19/2018)
		- Art Bible (WIP)(folder)
			* Arena.psd (2/1/2018)
			* Altas.psd (2/1/2018)
			* Copy of BASILEUS.TTF (2/1/2018)
			* Mockup\_BossUI1.png (2/1/2018)
			* Mood Board (4/17/2018)
			* MoodBoard\_Jennings1.png (2/1/2018)
			* SpriteSheet\_BossUI.png (2/1/2018)
		- Characters Docs (folder)
			* Character Values (4/19/2018)
		- Keith (folder)
			* MoodBoard\_Jennings1.png (1/29/2018)
			* Special Effects Docs (4/16/2018)
		- Old files
			* Asset List (3/6/2018)
			* Game Design Document (3/22/2018)
			* Hades Heroes FDD (3/6/2018)
			* Untitled spreadsheet (2/27/2018)
			* Voice lines for Medusa.docx (2/15/2018)
		- Skill Tree – Medusa
			* 4-19-2018 Updated Skill Tree – Medusa (4/19/2018)
			* Skill Tree – Medusa (3/24/2018)
		- Travis
			* Minion/Monster/Boss Concepts (4/10/2018)
			* Random Event Concepts (4/12/2018)
			* Trap Concepts (3/7/2018)
			* Traps 2: Electric Boolgaloo (5/8/2018)
			* Tutorial Doc (5/3/2018)
		- Voice Lines
			* Calypso voice line.docx (2/16/2018)
			* Hades Quotes (2/16/2018)
			* Opening Sequence- Hades’ Heroes (2/15/2018)
			* Voice lines for Medusa.docx (2/16/2018)
		- Animation Asset List (6/14/2018)
		- Art Asset List (5/29/2018)
		- Asset List-Start Screen (1/25/2018)
		- Blob.png (6/22/2018)
		- Blob.psd (6/22/2018)
		- Change Log (4/27/2018)
		- Hades’ Heroes: Game Design Document (6/22/2018)
		- Milestone 6 plan (6/22/2018)
		- New Terrain Art Asset List(WIP) (6/12/2018)
		- Platform Resolutions (6/19/2018)
		- Ranged Weapons Assets List (6/19/2018)
		- Revised Milestone 6 plan (6/26/18)
		- Tech Doc (2/28/2018)
		- Traps and monster (6/22/2018)
		- Tutorial (6/26/2018)
	+ Effect Examples (Unity folder of SFX/ particles effects) (5/3/2018)
	+ Fonts
		- Basileus.zip (1/25/2018)
		- Roger-white-trajanus-roman.zip (3/27/2018)
	+ Intro Screen Files (pictures for the intro of the game) (5/1/2018)
	+ Low Polygon Potions Pack (Unity package) (5/3/2018)
	+ Milestone 5 (Folder –HH Title Screen GA)
		- HadesHeroes\_TitleSCreen\_Final-6.png (6/19/2018)
	+ Mockups
		- Seamless-beige-marble-background-with-natural- pattern-tiled-cream-marble-stone-wall-texture-.jpg (4/9/2018)
		- Old-Open-Book-PNG-ClipArt.png (6/26/2018)
		- Bear trap.png (4/10/2018)
		- Cage.png (4/9/2018)
		- Hollywood star (4/9/2018)
		- Diegoblin (4/9/2018)
		- HH Boss UI\_1.png (1/29/2018)
		- In-gameUIthings.zip (4/5/2018)
		- Ingame-UI-Mockup-Images.zip (4/10/2018)
		- MedusaCritImage.png (2/5/2018)
		- Monster-skull-black-tatto-isolated-white-background (4/9/2018)
		- Persona5crit.png (2/5/2018)
		- Tachhrsrcmock.psd (4/4/2018)
		- Tacroombuildmockup.psd (4/16/2018)
		- Tactrapuimock.png (4/10/2018)
		- Tactrapuimock.psd (4/10/2018)
	+ Sound
		- Voice auditions (2/16/2018)
		- Campfire.wav (2/1/2018)
		- Fire trap.wav (2/1/2018)
		- MoneyCollect.wav (2/1/2018)
		- NeimainLion.wav (2/1/2018)
		- shieldBlocking.wav (2/1/2018)
		- SwingSound.aiff (2/1/2018)
		- tailwhipsound.wav (2/1/2018)
		- walingThroughWater.wav (2/1/2018)
	+ Stylized Crystal (Unity Folder) (5/3/2018)
	+ Testing Bugs
		- Bugsheet\_DieHeroesDie.xlsx (6/19/2018)
		- Bigsheet\_DieHeroesDie.xlsx (6/26/18)
	+ Textures (UI Buttons textures) (particles textures) (UI images/textures) (records) (1/25/2018-5/31/2018)
	+ Unity (Collection of Unity Folders)
		- 1\_Hades\_Heroes (1/18/2018)
		- Adam Tabiat – In Game UI (1/26/2018)
		- Documents (3/6/2018)
		- Keith J – Boss Fight RPG Test (1/25/2018)
		- Microsoft User Data (3/6/2018)
		- ParticleTestBlake (3/6/2018)
		- Travis C – Trap Testing R&D (1/23/2018)
		- 1\_Hades\_Heroes.zip (1/26/2018)
		- Background&foregroundHades’Hero.zip (2/13/2018)
		- LevelMockup.zip (2/20/2018)
		- Particle\_system\_Adam&Blake.zip (4/10/2018)
	+ 1\_Hades\_Heroes.zip (1/18/2018)
	+ Fantasy characters(pack).zip (6/5/2018)