* 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)