```
'TODO:1. Change Procedure name to your own procedure name
'TODO:2.  Add Json package to the resources
'TODO:3. Create A Project Class
'TODO:4.  Create A Json file for the Project Class
'TODO:5.  Refactor writeFile procedure to take a string for data input
'TODO:6.  move the input variable up to the global class variable access
'TODO:7.  Seralize Project Class
'TODO:8.  Deseralize The Project json Class
'TODO:9.  Use snippets (insert comment) to add comments to procedures and functions
'TODO:10.Refactor your code to create subfolders in a separate procedure
'TODO:11.Remove reference comments


Module Module1

    'READ: 'More information on file reading and writing in the coursebook: pg 68: FileRead
    'https://drive.google.com/file/d/1qwb9Sq3bf9sWPdAUeiFX_xM1Knb4Ikpp/view


    Dim ProjectName As String
    Dim FullDirectory As String

    Sub Main()

        Dim input As String = 0
        While input <> "exit"
            Console.WriteLine("please enter product name.")
            ProjectName = Console.ReadLine
            Console.WriteLine("Please enter a command  Exit | create")

            input = Console.ReadLine.ToString()
            If input = "create" Then
                MakeP2PProjectFolders()
            End If
        End While

    End Sub

    Private Sub MakeP2PProjectFolders()
     'TODO: Add Json database
     'TODO: Change MakeP2PProjectFolders to MakeProjectFolders
```

```
Dim newFolderPath As String = My.Computer.FileSystem.SpecialDirectories.Desktop
If ProjectName = "" Then
    ProjectName = " Not Set\"
End If

'  My.Computer.FileSystem.CreateDirectory(newFolderPath + ProjectName)
CreateProjectFolder(newFolderPath, ProjectName)
newFolderPath += "\" + ProjectName
FullDirectory = newFolderPath
CreateProjectFolder(newFolderPath, "\Art")
WriteFile("ReadMe.txt", newFolderPath)
WriteFile("Art\Art_ReadMe.txt", newFolderPath)
CreateProjectFolder($"{newFolderPath}\Art", "Animations")
CreateProjectFolder($"{newFolderPath}\Art\Animations", "AnimationClips")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips", "Player")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips", "Enemies")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips", "Interactables")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips", "UI")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips\UI", "Menu")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips\UI", "HUD")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips\UI", "Dialogue")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips", "VFX")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips\VFX", "Player")
CreateProjectFolder($"{newFolderPath}\Art\Animations\AnimationClips\VFX", "Enemies")
CreateProjectFolder($"{newFolderPath}\Art\Animations", "Animators")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators", "Player")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators", "Enemies")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators", "Interactables")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators", "UI")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators\UI", "Menu")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators\UI", "HUD")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators\UI", "Dialogue")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators", "VFX")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators\VFX", "Player")
CreateProjectFolder($"{newFolderPath}\Art\Animations\Animators\VFX", "Enemies")
CreateProjectFolder($"{newFolderPath}\Art\Animations", "Timeline")
CreateProjectFolder($"{newFolderPath}\Art", "Materials")
CreateProjectFolder($"{newFolderPath}\Art\Materials", "Player")
CreateProjectFolder($"{newFolderPath}\Art\Materials", "Enemies")
CreateProjectFolder($"{newFolderPath}\Art\Materials", "Environment")
CreateProjectFolder($"{newFolderPath}\Art\Materials", "Interactables")
CreateProjectFolder($"{newFolderPath}\Art\Materials", "PhysicsMaterials")
CreateProjectFolder($"{newFolderPath}\Art\Materials", "UI")
```

```
CreateProjectFolder($"{newFolderPath}\Art\Materials\UI", "Menu")
CreateProjectFolder($"{newFolderPath}\Art\Materials\UI", "HUD")
CreateProjectFolder($"{newFolderPath}\Art\Materials\UI", "Dialogue")
CreateProjectFolder($"{newFolderPath}\Art\Materials", "VFX")
CreateProjectFolder($"{newFolderPath}\Art\Materials\VFX", "Player")
CreateProjectFolder($"{newFolderPath}\Art\Materials\VFX", "Enemies")
CreateProjectFolder($"{newFolderPath}\Art\Materials\VFX", "Environment")
CreateProjectFolder($"{newFolderPath}\Art\Materials\VFX", "Interactables")
CreateProjectFolder($"{newFolderPath}\Art", "Sprites")
CreateProjectFolder($"{newFolderPath}\Art\Sprites", "AnimatedSprites")
CreateProjectFolder($"{newFolderPath}\Art\Sprites", "Environment")
CreateProjectFolder($"{newFolderPath}\Art\Sprites", "Interactables")
CreateProjectFolder($"{newFolderPath}\Art\Sprites", "Icons")
CreateProjectFolder($"{newFolderPath}\Art\Sprites", "UI")
CreateProjectFolder($"{newFolderPath}\Art\Sprites\UI", "HUD")
CreateProjectFolder($"{newFolderPath}\Art\Sprites\UI", "Menu")
CreateProjectFolder($"{newFolderPath}\Art\Sprites", "Utilities")
CreateProjectFolder($"{newFolderPath}\Art\Sprites", "VFX")
CreateProjectFolder($"{newFolderPath}\Art\Sprites\VFX", "Player")
CreateProjectFolder($"{newFolderPath}\Art\Sprites\VFX", "Enemies")
CreateProjectFolder($"{newFolderPath}\Art\Sprites\VFX", "Environment")
CreateProjectFolder($"{newFolderPath}\Art\Sprites\VFX", "Interactables")
CreateProjectFolder($"{newFolderPath}\Art\Sprites\VFX", "Utilities")
CreateProjectFolder($"{newFolderPath}\Art", "TileMapPalettes")
CreateProjectFolder($"{newFolderPath}\Art\TileMapPalettes", "TileSets")
CreateProjectFolder(newFolderPath, "\Audio")
CreateProjectFolder($"{newFolderPath}\Audio", "Player")
CreateProjectFolder($"{newFolderPath}\Audio\Player", "Attacks")
CreateProjectFolder($"{newFolderPath}\Audio\Player\Attacks", "Melee")
CreateProjectFolder($"{newFolderPath}\Audio\Player\Attacks", "Ranged")
CreateProjectFolder($"{newFolderPath}\Audio\Player", "Emotes")
CreateProjectFolder($"{newFolderPath}\Audio\Player", "Locomotion")
CreateProjectFolder($"{newFolderPath}\Audio\Player", "Speech")
CreateProjectFolder($"{newFolderPath}\Audio", "Enemies")
CreateProjectFolder($"{newFolderPath}\Audio", "Environment")
CreateProjectFolder($"{newFolderPath}\Audio", "Interactables")
CreateProjectFolder($"{newFolderPath}\Audio", "FX")
CreateProjectFolder($"{newFolderPath}\Audio", "Mixers")
CreateProjectFolder($"{newFolderPath}\Audio", "Music")
CreateProjectFolder($"{newFolderPath}\Audio", "UI")
CreateProjectFolder(newFolderPath, "\Documentation")
CreateProjectFolder($"{newFolderPath}\Documentation", "Sources")
CreateProjectFolder($"{newFolderPath}\Documentation\Sources", "Components")
```

```
        CreateProjectFolder($"{newFolderPath}\Documentation\Sources", "Guides")
        CreateProjectFolder(newFolderPath, "\Prefabs")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "Audio")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "Player")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "Enemies")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "Environment")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "Interactables")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "SceneControl")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "UIPrefabs")
        CreateProjectFolder($"{newFolderPath}\Prefabs", "VFX")
        CreateProjectFolder($"{newFolderPath}\Prefabs\VFX", "Player")
        CreateProjectFolder($"{newFolderPath}\Prefabs\VFX", "Enemies")
        CreateProjectFolder($"{newFolderPath}\Prefabs\VFX", "Environment")
        CreateProjectFolder($"{newFolderPath}\Prefabs\VFX", "Interactables")
        CreateProjectFolder(newFolderPath, "\Scenes")
        CreateProjectFolder($"{newFolderPath}\Scenes", "UI")
        CreateProjectFolder($"{newFolderPath}\Scenes", "Utilities")
        CreateProjectFolder($"{newFolderPath}\Scenes", "Zones")
        CreateProjectFolder(newFolderPath, "\Macros")
        CreateProjectFolder(newFolderPath, "\Script")
        CreateProjectFolder($"{newFolderPath}\Script", "UI")
        CreateProjectFolder($"{newFolderPath}\Script", "Utility")
        CreateProjectFolder($"{newFolderPath}\Script", "AI")
        CreateProjectFolder($"{newFolderPath}\Script", "Audio")
        CreateProjectFolder($"{newFolderPath}\Script", "Character")
        CreateProjectFolder($"{newFolderPath}\Script\Character", "Editor")
        CreateProjectFolder($"{newFolderPath}\Script\Character", "MonoBehaviours")
        CreateProjectFolder($"{newFolderPath}\Script\Character", "StateMachineBehaviours")
        CreateProjectFolder($"{newFolderPath}\Script\Character\StateMachineBehaviours",
"Enemies")
        CreateProjectFolder($"{newFolderPath}\Script\Character\StateMachineBehaviours",
"Player")
        CreateProjectFolder($"{newFolderPath}\Script", "Core")
        CreateProjectFolder($"{newFolderPath}\Script", "Editor")
        CreateProjectFolder($"{newFolderPath}\Script\Editor", "PackageManagerAssembly")
        CreateProjectFolder($"{newFolderPath}\Script\Editor\PackageManagerAssembly",
"PackageManagerAssembly")
        CreateProjectFolder($"{newFolderPath}\Script", "Effect")
        CreateProjectFolder($"{newFolderPath}\Script", "Localization")
        CreateProjectFolder($"{newFolderPath}\Script\Localization", "Editor")
        CreateProjectFolder($"{newFolderPath}\Script", "Objects")
        CreateProjectFolder($"{newFolderPath}\Script\Objects", "Editor")
        CreateProjectFolder($"{newFolderPath}\Script", "SceneManagement")
```

```
        CreateProjectFolder($"{newFolderPath}\Script\SceneManagement", "Editor")
        CreateProjectFolder($"{newFolderPath}\Script", "TimeLine")
        CreateProjectFolder($"{newFolderPath}\Script\TimeLine", "Editor")
        CreateProjectFolder($"{newFolderPath}\Script\TimeLine\ScrollingText", "Editor")
        CreateProjectFolder(newFolderPath, "\Models")
        CreateProjectFolder(newFolderPath, "\Graphs")
        CreateProjectFolder($"{newFolderPath}\Graphs", "Macro")
        CreateProjectFolder($"{newFolderPath}\Graphs", "Flow")
        CreateProjectFolder($"{newFolderPath}\Graphs", "State")
        CreateProjectFolder(newFolderPath, "\Sounds")
        CreateProjectFolder(newFolderPath, "\Utilities")
        Console.WriteLine("Project created in: " + FullDirectory)
    End Sub

    Private Sub WriteFile(fileName As String, location As String)

'Ref:https://docs.microsoft.com/en-us/dotnet/visual-basic/developing-apps/programming/drives-directories-files/how-to-write-text-to-files-with-a-streamwriter

        If fileName <> "" Then
            Dim file As System.IO.StreamWriter
            file = My.Computer.FileSystem.OpenTextFileWriter(location + "\" + fileName + ".txt", True)
            file.WriteLine("This is a readme file for the team")
            file.Close()
        End If

    End Sub

    Sub CreateProjectFolder(newFolderPath As String, ProjectName As String)
        My.Computer.FileSystem.CreateDirectory(newFolderPath + ProjectName)
    End Sub

End Module
```