Specifications

Ensure all assets and scripts adhere to the following

# Modelling

* Small rooms must be exactly 20mx20mx20m in size
* Big rooms must be exactly 60mx60mx60m in size
* Poly budget for small rooms is 1500 polys including props
* Poly budget for big rooms is 4500 polys including props

# Texturing

* All textures must not exceed 1024x1024 pixels in size

# Scripting

* T-Maps do not allow a key of zero – Therefore always start with one and above, ensure any arrays that link directly to the T-Maps have index zero as a blank entry
* Minimal Hardcoding for easy updating

# File Management

* All assets must be placed within existing folders
* All assets must be placed within the Pack numbered folders for each class of asset
* There is a folder for textures, materials, 3D models, blueprints and scannable images