Naming Conventions:

* **Blueprints**

BP\_name

* + **Class Variables (any variables in a blueprint)**m\_name
  + **Temporary variables**

Name

* **Game Mode**

GM\_name

* **Level**

L\_name

* **Material**

MTL\_name

* **Mesh**

MESH\_name

* **Particle System**PS\_name
* **UI widgets**UI\_name
* **2D assets**2D\_name
* **Sound**S\_name
* **Texture**T\_name