Naming Convention:

FILETYPE_Object_Specfication_Specification2_(...)_GameStage

Examples: MAT_Stairs_Concrete_Rough_1

MU_Guitar_Line1_2

S_Player_Movement_3

Filetypes:

MAT	=	Material
EM	=	Emissive Map
NM	=	Normal Map
HM	=	Height Map
MM	=	Metallic Map
RM	=	Roughness Map
AM	=	Albedo Map
OM	=	Opacity Map
M	=	Mesh
VFX	=	Particle System
SP	=	Sprite
L	=	Level
MU	=	Music
SFX	=	Sound Effects
S	=	Script
P	=	Prefab
AC	=	Animation Controller
A	=	Animation