Project Layout

Quick note: If you download anything from the asset store, instead of sorting the entire downloaded folder, just put the entire downloaded folder into one category. So for example, it is entirely possible to have a couple materials folders buried inside of the Assets folder despite already having a Materials folder category.

Assets
- Any assets that don't fit into any of the other categories

GameObjects
- Any gameobjects or prefabs that <u>you</u> create

Materials
- Any materials that <u>you</u> create

Scenes
- Any scene that <u>you</u> create

Scripts
- Any scripts that <u>you</u> create

Skyboxes
- All skyboxes

Sounds
- All sounds

Terrains
- Any terrain data

If you need to add any more categories, please edit this document accordingly! Thank you!