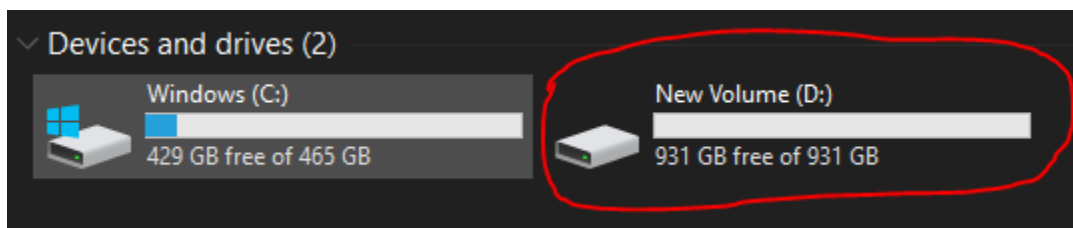
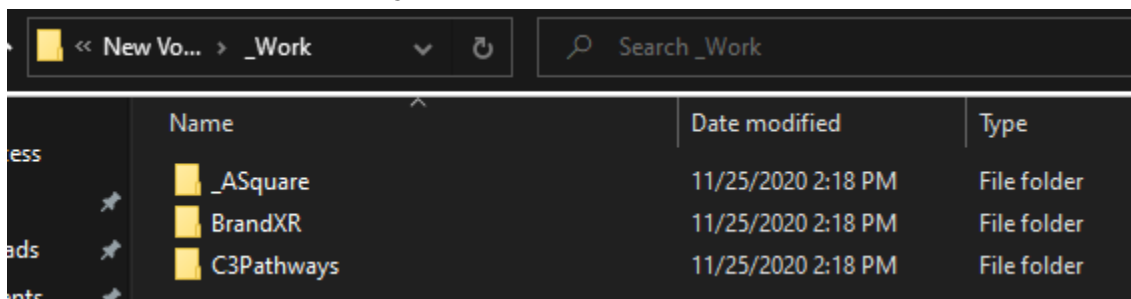


Folder Hierarchy Setup

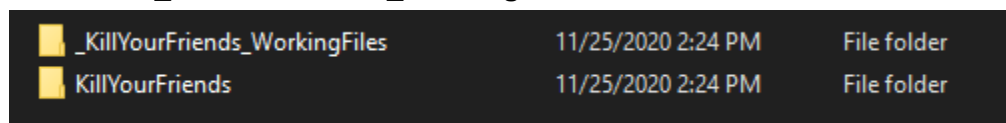
1. Pick The Drive with the most size, if SSD can be used, choose that.









2. Inside the drive, create **_Work** folder
3. Inside that folder, there must be an ASquare folder at the highest priority. Call this folder **_ASquare**
4. All other partners that require a folder will exist inside the **_Work** folder with the name of the company. At the time of this document's creation, we are only partnered and working with **BrandXR** and **C3Pathways**, so our folder looks like this



- a. Folders should always be named in **Pascal Case**. Each word starts with a capital letter and no spaces
5. Inside each folder, we should have at least **[2] folders** for each project. A **project** folder, and a **working files** folder.
 - a. The **Project Folder** contains the unity project files. This is essentially where any repo/svn will direct the storage of our actual project. This folder should be labeled the name of the project in pascal case. i.e. In the case of *Kill Your Friends* we will do **KillYourFriends**.
 - b. The Working Files Folder is where we place all of our assets as well as the files to create them. Anything that pertains to the project but is not imported into the project should be contained here. This folder is titled with pascal case and snake case using the prefix underscore to keep it at the highest priority. I.e. In this case we will use **_KillYourFriends_WorkingFiles**



- c. In the case of BrandXR we are doing several projects with them, so we will create a series of folders.

 _CityUnseen_WorkingFiles	11/25/2020 2:42 PM	File folder
 _Discovery_WorkingFiles	11/25/2020 2:42 PM	File folder
 _Electrify_WorkingFiles	11/25/2020 2:42 PM	File folder
 CityUnseen	11/25/2020 2:41 PM	File folder
 Discovery	11/25/2020 2:41 PM	File folder
 Electrify	11/25/2020 2:38 PM	File folder

6. Inside each Working Files folder for each project we can have folders for Art, Textures, UI, etc but one folder that we know we will need is a **Builds** folder. At the minimum we should at the very least need **_Builds**.

Don'ts

- Do not store files on the desktop
- Do not store files in any folder outside the _Work folder that pertain to the projects within said folder
- Do not change naming convention or file names that are used elsewhere. I.E. The *CityUnseen* folder should not be changed to *DBXR_CityUnseen* or *City Unseen*