CEE3 Open Persistent Data Path In A Window
In this project, you are going to save some asset files in the folder at the Persistent Data Path. This is done so you can load these different asset files fairly easily in the final build. However, the graphic artists on the team often switch out the 3D models used in these assets and have asked for an easy way to find this folder, so they don't have to google how to find it all the time.

Exercise
- Make a Menu Item that will open up the Persistent Data Path folder in a new file window.
- You should be able to see all file types in the file window.

Optional Exercises:
1. Are there more ways you can achieve the same functionality? Which way would be the best?