Asset Organization

- My intention here is to reorganize files in the unity folder, as it is a bit confusing to navigate right now.

- It also looks like the project is accessing art assets from the repository's "01 Assets" folder which is not the safest practice.

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Assets
- ↳ Animation
- ↳ Audio
- ↳ Fonts
- ↳ Materials
- ↳ Physics
- ↳ Scenes
- ↳ Scrips
- ↳ Sprites
  - ↳ Characters
  - ↳ Environment
  - ↳ FX
  - ↳ UI