

# Readme Level Design

## General

- Grid should be  $24 \times 2^n$ 
    - $n$  = an arbitrary number
  - Never delete history from grid mesh
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## Naming convention

- Imported meshes should have same name as it's own maya scene followed by “\_”. After that, copied meshes will handle its own naming correctly.
    - `sceneName` = `rock1`
    - `meshName` = `rock1_1`
  - Navigation mesh should always be named “NavMesh”
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## Pre-exporting

- Make sure everything is named according to name convention
- Make sure to delete scene history (except the grid)