Naming Convention: Category\_AssetName\_What it is (i.e. Character\_Sight\_WalkAni\_01)

* Animations
  + Character
    - Rough Animations
  + Creature
    - Contact
    - Fang
    - Perception
* Backgrounds
  + Assets
    - LVL 1
      * S1 Parallax Layers
  + Background Concepts
    - BG Size Tests
    - LVL1 Concepts
  + Background References
    - Color
    - Environment
    - Lighting
    - Render
* Character
  + Assets
  + Concepts
  + References
* Creatures
  + Concepts
  + Contact
    - Assets
    - Rough Animations
  + Fang
    - Rough Animations
  + Perception
    - Assets
  + References
    - Color
    - Render Style
* Documents
* Menu HUD
  + Font
  + Splash Art
    - Concept
  + UI
    - Concepts
    - References
* Props
  + Assets
    - Play Ground
    - Non Interactable
* VFX
  + Flame