TRELLO AFKORTINGEN

"3D\_NPC\_HubTown\_Villager\_001"  
type, sort, Area, Name, number

3D ( models,unwrap/textures, rigs, animation)  
 ENV(environments)  
 ENMS(enemies)  
 NPC   
 ITEMS(all collectables & weapons)  
 Weapons  
2D ( 2D art, UI, sprites)  
 UI(all UI elements)  
 Sprites  
SO ( Sound)  
 BGM(background music)  
 SFX(Sound effects)

CS( Scripts)