TRELLO AFKORTINGEN

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

3D ( models,unwrap/textures, rigs, animation)

WPN(Weapons)  
 ENV(environments)  
 ENMS(enemies)  
 NPC   
 ITEMS(all collectables)

2D ( 2D art, UI, sprites)  
 UI(all UI elements)  
 SPRT(Sprites)

SO ( Sound)  
 BGM(background music)  
 SFX(Sound effects)

CS( Scripts)

Sub-Areas

GNRL (General)

FTOG (Forgotten Temple of Grecia)

FOW (Forest of Whispers)

LYND (Lyndor)

HUB (Hubtown)

EDK (Endeavor Keep)

FLD (Fields)