Summary of the project Assets folder. More subfolders and noteworthy entries should be detailed as they are filled out.

* **ANIMATION**: Animator controllers and animation clips
* **Downloads**: Anything obtained from the Asset Store, or complicated multi-file downloads from other sources. Simple standalone scripts, shaders, models, etc. obtained from the internet are fine in the folders for their respective categories.
* **FONTS**:
* **IMAGES+SPRITES**: Textures and UI elements
* **MATERIALS+SHADERS**:
* **MODELS**: 3D models. Unity will always try to import or automatically generate materials when importing 3d models. Please move them to MATERIALS+SHADERS or delete them.
* **PREFABS+SCRIPTABLEOBJECTS**: Prefabs and instances of ScriptableObjects
* **Resources**: Unity keyword folder for objects that can be loaded from files.
* **SCENES**:
* **SCRIPTS**: All C# code associated with this project.
  + See Code\_Documentation.docx for more detail
* **Standard Assets**: Assets provided by Unity