**Naming Convention:**   
Be sure to name the individual models inside your file.

a = Section 1, mountain

b = Section 2, forest

c = Section 3, water/ice  
What's uploaded to GitHub **(Section)(lvl)(level #)\_model**

alvl1\_fx  
alvl1\_model  
alvl1\_texture

blvl1\_fx  
blvl1\_model  
blvl1\_texture

Within the files for models, textures, fx...etc

**(Section)(lvl)(level #)\_(nameofobject) (#, needs to be 3 digits)**  
Examples:  
alvl1\_course001

alvl1\_boulder001

alvl1\_cliff001

alvl2\_course001

alvl2\_boulder001

alvl2\_cliff001