# Project File Organisation/Naming Conventions

**Google Drive**
Presentations - WK00_Name-Presentation
Presentation feedback - WK00_Presentation-Feedback
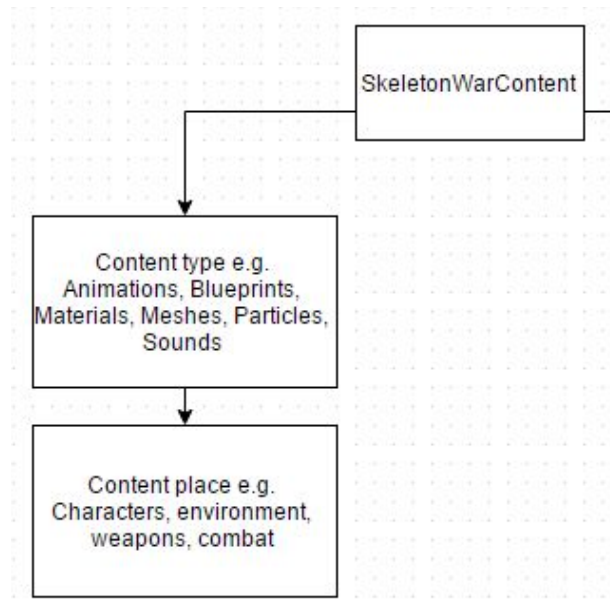Desk crit - WK00_Desk-Crit
Meeting notes - WK00_Meeting-Notes
Playtesting results - WK00_MONTH(JUL/AUG/SEPT/OCT/NOV)-00
Art - HUD_Name_v00, UI_Name_v00, CA_Name_v00
Level Design - FBX_Name_v00, Texture_Name_v00
Sound and Music - Sound_Name_v00, Music_Name_v00

**Project Files**



Blueprints - bp_name
Sound - sfx_name and music_name
Particles effects - pfx_name
Materials and Textures - t_name and t_name_m
Meshes - mesh_type(weapon, skele, environ,etc.)_name
Animations - anim_name
Fonts - font_name
Maps - map_name
UMG - hud_name