Project File Organisation/Naming Conventions

**Google Drive**

Presentations - WK00\_Name-Presentation

Presentation feedback - WK00\_Presentation-Feedback

Desk crit - WK00\_Desk-Crit

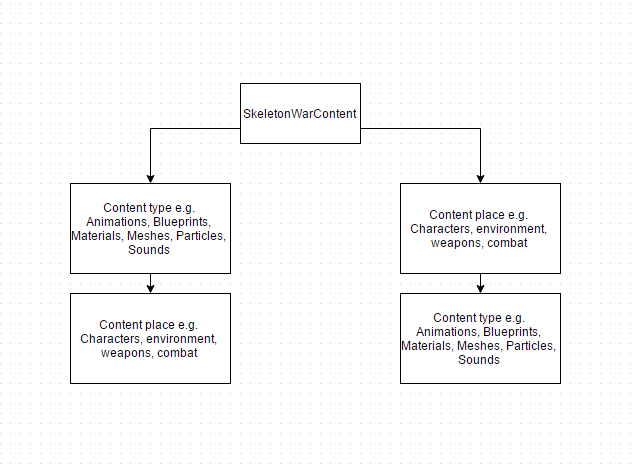
Meeting notes - WK00\_Meeting-Notes  
Playtesting results - WK00\_MONTH(JUL/AUG/SEPT/OCT/NOV)-00

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