# BSC Project Structure Outline

## General things to try do better

* Prefab Shit
  + Complex stuff must work in its own demo scene and the prefab should be drag and drop into a new scene

## Materials

* Materials must be named for the object they are being applied to
  + E.g., TruckTyre.mat, WindowGlass.mat
  + NOT red.mat, metal.mat, glowingyellow.mat
* Substances should have a variation created with the name of the object it is intended for.
* Materials for models in asset packs should be kept in that assets materials folder.
* Materials using transparent/fade should end with “XX\_Transparent”/“XX\_Fade”
* Materials using dissolve should end with “XX\_Dissolve”

## Naming Rules

* Underscores are only used for **special root folder** names, as specified below.
* Use Pascal casing for GameObject names and Folder names.
* Folder names end with an s where the items are plural, e.g., Materials, Textures
* No people names in folders or scripts ever!
  + You may have one “PersonXSandBox” folder

## Root Folders

* \_\_Project
  + Contains all files created inside unity for this project.
* \_\_Art
  + Includes, Models, Textures, Materials, potentially Prefabs of art.
  + All assets from an asset pack should be prefabed into the Art folder before use
* \_AssetPacks
* Asset packs that don’t play well when moved
  + Known assetpacks which can cause issues
    - MCS
    - TextMeshPro (will give build errors but wont prevent build)

## \_\_Project Folder

This folder contains everything related to the project that is not Art. So all Scripts, ScriptableObjects, Scenes, Timelines, Animations created in Unity, AnimationControllers