



Naming Conventions and File Structure

Naming Conventions

ENG Naming Conventions

Asset Type	Extention	Naming Convention	Example	
C# Script	.cs	<DescriptiveNameOfObject>.cs	ViewStack.cs	
C++ Header	.h			
C++ Body	.cpp			
Prefab	.prefab	<DescriptiveNameOfObject>.cs	InitialInteractiveScreen.prefab	
Material	.mat	<DescriptiveNameOfObject>.mat	MainMenuButton.mat	
Shader	.shader	<DescriptiveNameOfObject>.shader	DisplayShader.shader	
Animation				
Animator				
Sounds	.wav	<DescriptiveNameOfObject>.wav	BigGunFiring.wav	
Videos	.mp4	<DescriptiveNameOfObject>.mp4	NerveSplashScreen.mp4	

+ New

COUNT 10

Asset Type	Extention	Naming Convention	Example	
Sprite	.png	<DescriptiveNameOfObject>.png	GameTitle.png	
Photoshop File	.psd	<DescriptiveNameOfObject>.psd	MenuWireframes.psd	
Font	.ttf	<DescriptiveNameOfObject>.ttf	NerveFont.ttf	

+ New

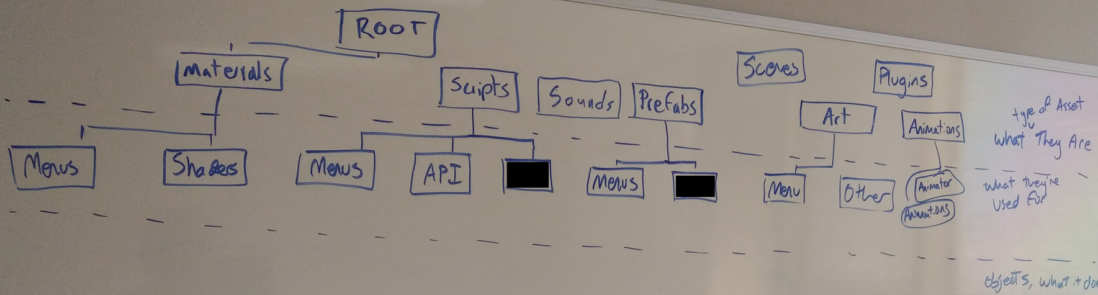
COUNT 3

File Structure

- Assets
 - Types of Assets (Scripts, PNGs, Materials, Animations, Prefabs, Etc.)
 - What they're used for (Menus, Shaders, API, Etc.)

+ :: Assets (.cs, .png, .prefab, Etc.)

ART Naming Conve



ENGIN
File Types
 .prefab
 .cs
 .h
 .cpp
 .mat

ART
File Types
 .Tex
 .psd
 .illustrator?

Script > Menus
 View.cs
 ViewStack.cs
 VS
 MenuView.cs
 MenuViewStack.cs

<SimpleDescription>.CS