Old assets in Unity project

* Assets
  + 1Scenes
    - Hades Heros(folder)
      * Level 1
      * we
    - Capture(Image)
    - Front End (scene)
    - Goat of the ancients (image)
    - NavMesh
  + Animations
    - Drive-download 1(folder)
    - Drive-download 2 (folder)
    - Materials (folder)
    - Medusa (folder)
    - Hero Animator Controller 1
    - Hero @anim\_placeholfder\_walk\_001(prefab)
    - Hero Idle
    - mimic @anim\_attack\_001 (prefab)
    - New Animator Controller
  + Fantasy Characters(pack)
    - Character Beast (folder)
    - Character Forest Guard (folder)
    - Character Hell (folder)
    - Character\_Cactus (folder)
    - Flying\_Golem (folder)
    - Flying\_Insect (folder)
  + Fonts
    - Basileus
    - Futhark-Gothic
    - Futhark-Gothic
    - Trajanus
    - Xoireqe
  + Holding Assets
    - GameObject (prefab)
  + LavaFX
    - Info (folder)
    - Materials (folder)
    - Models (folder)
    - Prefabs (folder)
    - Textures (folder)
    - Lava grid
    - Lava grid anim (animation)
    - LavaScene
  + Levels
    - Level Creation ReadMe (text)
    - Level 1-1(text)
    - Level 1-2 (text)
    - Level Template (text)
    - Test level (text)
  + Materials
    - Element Materials
    - Enemy
    - Materials
    - Cryo\_Base (material)
    - Fire\_Base (material)
    - GoldenRecordMat (material)
    - GoldMat (material)
    - IceRune (material)
    - Lamerart1 (material)
    - Lamberart2 (material)
    - Medusa\_Body (material)
    - Medusa\_Medusa\_Body\_AlbedoTransparency
    - Medusa\_Medusa\_Tail\_AlbedoTransparency
    - Metal
    - Mine\_Trop
    - New Material
    - No Name
    - PH\_Bark
    - PH\_Stone
    - Plane
    - Skin
    - Tile\_UV\_Ups
  + Models
    - Characters
    - Mics\_
    - Scenery
    - Trap Models
  + OldStuff
    - AdamBlake
    - Hades Heros
    - Particles
    - Prefabs
    - Sound
    - Sprites
    - Textures
  + Polygon Adventure
    - DemoScene
    - Materials
    - Models
    - Prefabs
    - Textures
  + Polygon City
    - FX
    - Materials
    - Models
    - Prefabs
    - Textures
    - Change\_Log
  + Polygon Knight
    - Demo
    - Materials
    - Models
    - Prefabs
    - Textures
  + Polygon Samurai
    - Materials
    - Models
    - Prefabs
    - Textures
  + Polygon Wester
    - Demo
    - Materials
    - Models
    - Prefabs
    - Textures
    - Western\_Generic\_Post
  + Prefabs
    - Floors (folder)
    - Mobs (folder)
    - Monster (folder)
    - OldModels (folder)
    - Particles (folder)
    - Skills (folder)
    - Traps (folder)
    - UI Prefab (folder)
    - floatDmg (script)
    - LEV
  + Scripts
  + Sound
  + Sprites
  + Textures
  + Hades Heros (scene)
  + Medusa REF(1) (prefab)
  + New Material
  + New Terrain
  + Tutorial Manager