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