Layer names:

Terrain (Terrain\_roads; Terrain\_grass; etc…)

North (ref to due North when you rotate the model to be in line with x,y axes)

GF\_floor (all could also be named 0\_floor; 1\_floor; etc…)

GF\_ceiling

GF\_walls

GF\_glazing

GF\_frames

GF\_balconies

GF\_balustrades

GF\_skylights

1ST\_floor

1ST\_ceiling

etc…

NEVER START MODELLING UNTIL YOU HAVE UNDERSTOOD THE DRAWINGS!