**“Once upon a time in Misthaven”**

**PIXEL BROTHERS – ASSET LIST**

**ASSET LIST:**

*(Note: All files are loaded at game boot up after which there’s no further loading, the parsing function ‘PRINTMAPCHAR()’ converts all mapping alphabets and characters during gameruntime)*

1. **Avatar.txt:** Loads the 4 main avatars at boot up. Currently used only as a Load up screen, may be used for dialogues in the future.
2. **Story.txt:** Holds the back story and all progressive game stories throughout the game. Function ‘printstory()’ prints and formats the story accordingly.
3. **Logo.txt:** Holds the logo ‘Misthaven’ that is used in both the start-up menu as well as the in game menu. All mapping elements are mapped through parsing function.
4. **Map.txt:** Holds the first map / hometown map of Misthaven. All mapping elements are mapped through parsing function.
5. **Map 2.txt:** Holds the first level / first maze map of Misthaven. All mapping elements are mapped through parsing function.
6. **Map 3.txt, Map 4.txt:** (currently not implemented) Will hold future levels for the game, or the 3 game levels may be appended to ‘Map 2’ itself for programming efficiency.
7. **Save:** Holds the character positions, Health, Plasma (currency) as well as level number in the last save game.