**Asset List:**

**Scripts:**

* Background manager-Used to cause a flashing background and manage the systems and timing around this.
* Cointtext handler-used to display text on screen for the coins and handle changing the values of it.
* Fadeour-didn’t make it into the final game however causes the screen to fade to black when losing a finger
* Fingers remaining- handles the lives and removing or adding lives as well as storing these.
* Livestexthandler- handles displaying the lives
* Pluslivesbutton- handles the button which adds lives to the hand.
* Randomanimator-not used
* Screamhandler-plays the scream randomly and when a finger is lost.
* Screenshaking-handles the shaking of the letters when a word is incorrectly submitted
* Stattracker- tracks stats – not used
* Timer-not used.

**Animations:**

* Motion - handles green text on level select.

**Audio:**

* All audio for screams and some background noises

**Resources:**

* List of all anagrams for the 4,5,6 letter words – reworked multiple times to fit game theme

**Sprites:**

* Frozen time asset
* Temp assets once used for the holders

**Other:**

* Minor tweaks to others scripts to fit them together and add features – cant take credit for the base scripts