**Asset List**

**Completed Assets**

* **Scripts -** Walk, Find Route, Run, Elevator
* **Buildings -** BA, CS, GT

**To Complete Assets**

**Models - Permanent Fixtures**

* 3 Variants of Rectangle benches
* Glass Panel Dividers
* 3 Variants of Wooden Doors
* 3 Variants of Metal Doors
* Room Markers
* Overhead Direction Panels
* Fire Hydrants and housing, Fire Alarms
* 3 Variants of railing
* Sky-Lights
* AED packs and housing
* 3 Variants of Drinking Fountains
* Bathroom Entrances
* 3 Variants of Elevators
* Wall TV’s
* Info Stands
* Automatic door opener

**Models - Non-Permanent Fixtures**

* 3 Variants of soft square chairs
* 3 Variants of Recycle Bins
* 3 Variants of Trash Bins
* Side Table
* Local Paper dispensers
* 3 Variants of fake indoor plants
* Clock
* Display Cabinet
* 3 Variants of L-shaped desks

**Models - Non-Confirmative Items (Stretch goals, see page 7)**

* All busts, All UVU statues
* Roof Pipes
* Variants of Trees and other Plants

**Models - All included buildings**

* {CB, FL, LA,} SB, SL, PS, SC, LC, SA, WB {} – High Priority Buildings

*(Building models include all static non-installed aspects of a building. I.e. Support beams, walls, roofs, floor etc.)*

**Textures**

* Grass
* Wall cement
* Path cement
* Brick
* Painted wall
* Painted metal
* Colored metal
* Wood
* Carpet tile
* Floor tile
* Foliage
* Bark
* Tall grass
* Wood chips
* Glass
* Chair cloth
* Banner cloth
* UVU green

**Scripts**

* Interact with button
* Teleport
* Interact with UI

**SFX**

* Tree rustle
* Wind
* User steps
* Bird chirps
* Ambience

**Interface**

* Call-out panels (Accessibility, Emergency tools, Room labels, Direction heads-up)
* Info Panels
* Directional guidance Overlay
* UVU fonts