Art Lead:

Geometric flowers

Bugs (green particles, particle on destroy, animated wings)

Wagon (background)

Totem (can be destroyed)

Mountain backgrounds (three layers)

Windmill (rotates)

Sword (animation)

Knight (animation- walking, jumping)

Bushes and grass (grass is in front of the lil knight dude)

Sky and Clouds

Scripts:

Scene change

Player Controller

Bug movement

Health

Camera Movement