**Art Lead -** Document all visual elements in the project.  
*How many different types of sprites are there? How many are variations on the same asset?*  
*How many different animations are there? What objects are they tied to?*  
*How are the elements arranged?*

**Design Lead –** Document level design and player behavior

*How high does the character jump relative to other objects/the character’s height?*  
*How fast does it take the player to move to a given distance?*  
*Where are enemies placed and how do they move, how tough are they?*  
*What is the overall layout of the level?*

**Sound Lead –** Document all audio elements in the project.

*How many different sounds are there? Are they unique sounds or variations on the same asset? Where and when do the audio assets appear? What triggers them to play and stop?*

* Bkgrnd music (starts when scene started up) (title screen, level, end game and losing screen)
* Jump sound
* Squish sound when hitting small bugs
* Different sound when hitting big bug
* Unlocking sound when touching windmill door
* Ticking sound when hitting totem
* Shattering wood sound when totem breaks
* Ca-chunk sound when clicking the play button

**Tech Lead –** Document systems and interactions.

*What behaviors are driven by game systems or scripts?*

Health, Movement, Attacking.   
*What systems are required for the game to be playable?*

Health Systems. Walking. Attacking.

Director will use this information to decide a plan of action.

Producer will consolidate this information to be used by the team.