Asset Creation List

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| Asset | Description | Delegated To | Complete? |
| 3D model of lockbox with decoder puzzle | 3D model needs to be made for the lockbox minigame. Will need the number combination lock to be modelled too. |  |  |
| Model of torn-up photo | A model will need to be made of the torn-up photograph, so that the user can drag the pieces together |  |  |
| 3D model of locker with lock | A 3D model of the locker that the player visits at the train station, as well as it’s locking mechanism, are required. |  |  |
| Image/texture for the torn-up photo | An image or texture for the torn-up photo of the victim at the latest crime scene. This will be applied to the 3D model of the photograph itself, to be shown to the user when the puzzle is finished. |  |  |
| Illustrations for transitions/cutscenes | In-between minigames, artwork will need to be made that carries along the story, for example, the brief at the start, the transition between the minigames and the train station scenes, and the end of the minigames. |  |  |
| Design of the front cover of the book | The design and artwork for the front cover of the book need to be made, which will be shown to the user on the ‘store’ page, after they have completed the minigames. |  |  |
| Music/sound effects | Ambient background music needs to be chosen/sourced for when the user is browsing the website or navigating between pages. Sound effects will also need to be made/sourced, for example the lockpick noise, an ‘incorrect’ and ‘success’ alert sound, etc. |  |  |