MAIN	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture			LENS PL	JZZLE	PROG	2D	2D	3D Mes	h 3D Me	sh 3D Te	exture 3	D Texture	LASEF	PUZZLE	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture	MUSICA	L PUZZLE	PROG	2D	2D	3D Mesh	3D Mesh	3D T
Reference Name	ID in game	Done?	Link	Done?	Link	Done?	Link	Refe	erence Non	rmal Name	Reference	Changed Name ID in game	Done?	Link	Done?	Link	Do	ne?	Link	Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link	Reference	Name	ID in game	Done?	Link	Done?	Link	Do
Game Design Do Clock		~		~				Puzz	lea Ramp	1p	Puzzles	Cube	~	TO DO list	~	Forme per	Lante E	V		Mirror reference	Mirror		V	MIRROR 1.png		Mirror_1.fbx			Symbols refere	n Simbol C (DO)		✓		~		
Game Design D Lantern		<	LAMPADA CHE		lanterna_low.fb			Puzzi	ies Sphe	ere	Puzzles	Crate	✓	TO DO list		Forme per		✓		Crystals referen	Crystal		~						Symbols refere	n Simbol D (RE)				<		
Game Design Do Nautical Sextant		✓	TO DO list		Sextant fox			Puzzi	les Lil-cu	ube	Puzzles	Plank	✓	TO DO list	✓	Forme per	Lante S	✓		Mirror reference	Duplicator Mirror			MIRROR 3.png		Mirror_2.fbx			Symbols refere	n Simbol E (MI)		✓		✓		
Game Design D Hurdy-Gurdy		~	NEW SOUL AR	T 🖾	Ghironda			Puzzi	les Deple	loyment-cube	Puzzles	Walking-cube	<	TO DO list		Forme per		✓		Mirror reference	Rising Mirror		~	MIRROR 2.png		Mirror_3.fbx	✓		Symbols refere	n Simbol F (FA)		✓		✓		
Game Design DoBoat		✓	CATBOAT.png		Boat fox			Custo	m props Whee	sel			✓		✓			✓		Puzzles	Generation Point			LASER.png		laser fbx			Symbols refere	n Simbol G (SOL)		✓		✓		
Game Design DMap		~		✓																Puzzles	End Point		~	LASER END PI	· 🖾		✓		Symbols refere	n Simbol A (LA)		✓		✓		
Game Design DBackpack		✓	CHARACRER		Backpack_LPft															Crystals referen	Decaying Crystals		V				2		Symbols refere	n Simbol H (SI)		✓		✓		
Worldbuilding bit Artifact 1		☑	BODY ARTIFAL		Artefact fbx															Puzzles	Ceiling mirror								Puzzies	Note Doors		☑				
Worldbuilding bit Artifact 2		✓	MIND ARTIFAC		Mind_Artifact_L															Buttons e levers	Levers								Custom props	Note pillars/poles		✓		✓		
Worldbuilding bib Artifact 3		☑	SOUL ARTIFAC																										Custom props			☑		✓		
																													Puzzies	Statues (NPC wit	h	✓		✓		4
																					l															

LASER	PUZZLE	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link
Mirror references	Mirror		V	MIRROR 1.png	V	Mirror_1.fbx	2	
Crystals reference	Crystal		✓				☑	
Mirror references	Duplicator Mirror			MIRROR 3.png		Mirror_2.fbx		
Mirror references	Rising Mirror		✓	MIRROR 2 png	✓	Mirror_3.fbx	☑	
Puzzles	Generation Point			LASER.png		lever ftx		
Puzzles	End Point		~	LASER END PO	~		✓	
Crystals reference	Decaying Crystals		V		V		2	
Puzzles	Ceiling mirror		☑					
Buttons e levers	Levers		✓					

MUSICA	L PUZZLE	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link
Symbols referen	Simbol C (DO)		~		~		V	
Symbols referen	Simbol D (RE)		✓		✓		✓	
Symbols referen	Simbol E (MI)				☑		✓	
Symbols referen	Simbol F (FA)		✓		<		✓	
Symbols referen	Simbol G (SOL)				✓			
Symbols referen	Simbol A (LA)		✓		✓		✓	
Symbols referen	Simbol H (SI)		✓		✓		✓	
Puzzies	Note Doors		⊠		☑		☑	
Custom props	Note pillars/poles		₩.		₩.		☑	
Custom props	Note platforms		₩.		✓		✓	
Puzzles	Statues (NPC with		₩.		✓		✓	

N	PC	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link
NPC	Leader body		✓		~		✓	
NPC	Fisherman		✓		✓		✓	
NPC	Farmer 1		✓		~		✓	
NPC	Farmer 2		>		~		✓	
NPC	Cook		>		~		✓	
NPC	Advisor		>		~		~	
NPC	Engineer		>		~		✓	
NPC	Astronomer		>		~		✓	
NPC	Physicist		>		~		~	
NPC	Mathematician		>		~		~	
NPC	Conductor		>		~		~	
NPC	Painter		~		~		✓	
NPC	Musician		✓		~		✓	
NPC	Actor 1		~		~		~	
NPC	Actor 2		✓		~		✓	

VILLAGE BUILDING	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture	GENERIRC ENV	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture	PUZZLES	BUILDINGS	PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference Name	ID in game	Done?	Link	Done?	Link	Done?	Link	Reference Name	ID in game	Done?	Link	Done?	Link	Done?	Link	Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link
Worldbuilding bib Temple		~	tempio front e b	a 🔽	Temple.fbx	~		Worldbuilding bit Paint 1		~	village finito 2.pn	~		~		Worldbuilding bi	Temple ruins		~	rovine asset e te	~	env_rovine	✓	
Worldbuilding bib Village's Leader		~	casa 5.png	$\overline{}$	house_6_uv.fbx			Worldbuilding bit Trees IslaInd 1		~	Plants ref	~	Small_Tree	\checkmark		Worldbuilding bi	Labyrinth		<	labirinto entry 3 t	$\overline{\mathbf{v}}$	env_rovine	\checkmark	
Worldbuilding bib Outdoor market			mercato.png		Maercato	\checkmark		Worldbuilding bit Rocks		\checkmark	Rocks ref	\checkmark	Rocks Refined	✓										
Worldbuilding bib Warehouse			warehouse.png	$\overline{\mathbf{v}}$	warehouse_uv.fb	$\overline{\mathbf{v}}$		Worldbuilding bit Roots Island 1		\checkmark	Plants ref	\checkmark		$\overline{\mathbf{v}}$										
Worldbuilding bib Abandoned farmlands		\checkmark		\checkmark		\checkmark		Worldbuilding bit Low vegetation I	4	\checkmark	Plants ref	\checkmark		\checkmark										
Worldbuilding bib House 1		~	casa 1.png	$\overline{}$	Casa1.fbx	\checkmark		Worldbuilding bit Ivy 1		~	Plants ref	~		\checkmark										
Worldbuilding bit House 2		$\overline{\mathbf{v}}$	casa 2 tbo.png	$\overline{\mathbf{v}}$	Casa2.fbx	\checkmark		Worldbuilding bib Paint 2		\checkmark	village 2 colorato	\checkmark		$\overline{\mathbf{v}}$										
Worldbuilding bib House 3		$\overline{\mathbf{v}}$	casa 3.png	$\overline{\mathbf{v}}$	Casa3.fbx	\checkmark		Worldbuilding bit Labyrinth		\checkmark	labirinto entry 3 f	\checkmark		\checkmark										
Worldbuilding bib House 4		$\overline{\mathbf{v}}$	casa 4.png	$\overline{\mathbf{v}}$	house_4_uv.fbx	\checkmark		Worldbuilding bit Mountain-donut		\checkmark	village 2 colorato	\checkmark		\checkmark										
Worldbuilding bib House 5		$\overline{}$	casa 6.png		house_5_uv.fbx	\checkmark		Worldbuilding bit Paint 3		~		\checkmark		\checkmark										
Worldbuilding bit Expanded port		\checkmark	porto	$\overline{\mathbf{v}}$	port.fbx	\checkmark																		
Worldbuilding bib Amphitheater - laboratory		$\overline{\mathbf{v}}$		\checkmark		\checkmark																		
Worldbuilding bib Theater (Amphitheater)		$\overline{\mathbf{v}}$		$\overline{\mathbf{v}}$		\checkmark																		
Worldbuilding bib Atelier		~		$\overline{}$		\checkmark																		
Worldbuilding bib Buildings decorations 1		\checkmark	casa 1 colorata.			\checkmark																		
Worldbuilding bib Buildings decorations 2		\checkmark	case rivestizioni	\checkmark		\checkmark																		
Worldbuilding bib Buildings decorations 3				$\overline{\mathbf{v}}$		$\overline{\mathbf{v}}$																		
Worldbuilding bib Farm		$\overline{}$	abandoned fam	I 🔽	farm_uv.fbx	\checkmark																		

	MAIN	3D	PROG	QA
Reference	Name	Done?	Implemented ?	Is it good?
	Walking foreward	✓		
	Walking backward	✓		
	Strafe right	✓		
	Strafe left	✓		
	Sextant animation equip	>		
	Hurdy-Gurdy animation play	✓		
	Lantern animation equip	>		
	Journal equip and opening	✓		
	Grab	✓		
	Push	✓		