

MAIN		PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link
Game Design	Box		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>	LAMPADA CHEF	<input checked="" type="checkbox"/>	lanterna_box.fbx	<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>	TO DO list	<input checked="" type="checkbox"/>	Sweetart.fbx	<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>	NEW SOUL ART	<input checked="" type="checkbox"/>	Obolovita	<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>	CATBOAT.png	<input checked="" type="checkbox"/>	Boat.fbx	<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>	CHARACTER 1b	<input checked="" type="checkbox"/>	Backpack_L.fbx	<input checked="" type="checkbox"/>	
Game Design	Box		<input checked="" type="checkbox"/>	BODY ARTIFAC	<input checked="" type="checkbox"/>	Artifac.fbx	<input checked="" type="checkbox"/>	
Worldbuilding	Box		<input checked="" type="checkbox"/>	MIND ARTIFAC	<input checked="" type="checkbox"/>	Mind_Artifac_L.fbx	<input checked="" type="checkbox"/>	
Worldbuilding	Box		<input checked="" type="checkbox"/>	SOUL ARTIFAC	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	

LENS PUZZLE				PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Normal Name	Reference	Changed Name	ID in game	Done?	Link	Done?	Link	Done?	Link
Puzzles	Round	Puzzles	Cube		<input checked="" type="checkbox"/>	TO DO list	<input checked="" type="checkbox"/>	Forme per Lente	<input checked="" type="checkbox"/>	
Puzzles	Sphere	Puzzles	Crate		<input checked="" type="checkbox"/>	TO DO list	<input checked="" type="checkbox"/>	Forme per Lente	<input checked="" type="checkbox"/>	
Puzzles	J-L cube	Puzzles	Plank		<input checked="" type="checkbox"/>	TO DO list	<input checked="" type="checkbox"/>	Forme per Lente	<input checked="" type="checkbox"/>	
Puzzles	Deployment cube	Puzzles	Hacking cube		<input checked="" type="checkbox"/>	TO DO list	<input checked="" type="checkbox"/>	Forme per Lente	<input checked="" type="checkbox"/>	
Custom props	Wheel				<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	

LASER PUZZLE				PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link	Done?	Link
Mirror references	Mirror		<input checked="" type="checkbox"/>	MIRROR 1.png	<input checked="" type="checkbox"/>	Mirror_1.fbx	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Crystals references	Crystal		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Mirror references	Duplicator Mirror		<input checked="" type="checkbox"/>	MIRROR 3.png	<input checked="" type="checkbox"/>	Mirror_2.fbx	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Mirror references	Rising Mirror		<input checked="" type="checkbox"/>	MIRROR 2.png	<input checked="" type="checkbox"/>	Mirror_3.fbx	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Puzzles	Generation Point		<input checked="" type="checkbox"/>	LASER.png	<input checked="" type="checkbox"/>	laser.fbx	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Puzzles	End Point		<input checked="" type="checkbox"/>	LASER END PC	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Crystals references	Occupying Crystals		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Puzzles	Casting mirror		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Buttons a levers	Levers		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	

MUSICAL PUZZLE				PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Name	ID in game	Done?	Link	Done?	Link	Done?	Link	Done?	Link
Symbols references	Symbol D (DO)		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Symbols references	Symbol D (RE)		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Symbols references	Symbol E (MI)		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Symbols references	Symbol F (FA)		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Symbols references	Symbol G (SOL)		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Symbols references	Symbol A (LA)		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Symbols references	Symbol H (SI)		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Puzzles	Note Doors		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Custom props	Note pillars/notes		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Custom props	Note platforms		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
Puzzles	Statuses (NPC with		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	

NPC		PROG	2D	2D	3D Mesh	3D Mesh	3D Texture	3D Texture
Reference	Name	<i>ID in game</i>	<i>Done?</i>	<i>Link</i>	<i>Done?</i>	<i>Link</i>	<i>Done?</i>	<i>Link</i>
NPC	Leader body		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Fisherman		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Farmer 1		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Farmer 2		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Cook		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Advisor		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Engineer		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Astronomer		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Physicist		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Mathematician		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Conductor		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Painter		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Musician		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Actor 1		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
NPC	Actor 2		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	

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