Artwork we need to create

* Button Base (rectangle button, square button)
* Logo
* Main menu background
* Brick Texture
* Floor texture
* Dirt texture
* Blurry outside texture (outside of the building)
* Classroom background (level background)
* Tiled map
* School Lights
* Bow + arrow
* Peety the Beefy
* Enemies (students, teachers, principal, sounds)
* Matty the Meaty
* Level Music (Peter Dave Disstrack)
* Sound design (Bow sound effect (shooter), dialogue)
* Dialogue box
* Menu Buttons
  + Begin Peety’s Adventure
  + Stage Select
  + Controls
  + Credits
  + Scratches (Test Programs)