Wand man art asset list

style

* overall color scheme
  + mostly going to be a dark colored game with some exceptions for lights and fire etc.
* all characters
* friendly
* wandman
* spirit dog
* enemy
* necromancer
* skeleton
* maniac
* knights
* idk the rest
* interactive props
* weapons
* health
* doors
* scenery
* graveyard
* graves
* tombstones
* dark brick
* dirt
* library
* books
* wood bookshelves
* wood floor
* dragon den
* lava
* fire
* stone
* project images
  + icons
  + splash art
  + team logo
* backgrounds
  + each level
  + each menu
* ui
  + in game hud
  + menu buttons, sliders, etc.
  + inventory layouts
  + inventory icons
  + overlay fade transitions

priorities

* how long will this art piece take?
* How essential to the project is this art piece?
* When is this art piece needed?
  + Characters are needed sooner
  + Animations can have minimal frames now and be revised later
  + Backgrounds can be simple gradients to start and be revised later
  + Effects can use proxy art for a while before being replaced with final art
* Can this art piece be reused for other pieces temporarily?