Art department

Please, change the text color of an asset to green, if it is done. Add more assets, if needed. Write your name on the assets you are going to do. Answer Note questions.

Game Assets:

* Background

Done by:

Note: How many bgs do we have?

\*2 BG (Start screen BG and main game BG)

Foreground:

* + Table
  + Element boxes
  + Trash can
* Start Screen

Done by:

* Character

Done by:

Note: Frame-by-frame animation?  
(It’s will be depends on programists, We may use sprite sheets)

* Menu UI:
  + Main menu screen design (boarders, button arrangement)
  + Start button (on Start Screen)
  + Menu button (on Play Screen)
  + Book button (on Play Screen)

Done by:

Note: What buttons do we have on the main menu (Resume, sound, tutorial/How to Play (?), exit)?

* Book UI aka Book Mode:
  + Book pages/Book Mode design
  + Next page button
  + Previous page button
  + Close button

Done by:

Note: Is there going to be Collection and Tutorial buttons? How will player check tutorial again? (Through menu and/or through Book Mode?)

The button of the tutorial replay.

The slider on the other side in the book.

* Effects

Note: Please add what kind of effects need sprites. If none, then check "Done".

Elements (bc they are important)

* Fire
* Water
* Earth
* Air
* Magma
* Ice
* Wood
* Metal
* Slime
* Lava

Done by:

Note: How much/ What kind of elements is going to be in the game? Please add more elements.