**PROGRAMMING**

Level: Preface

Level: One

**ART**

Level: Preface

*Title Screen* - Include Name, Production Team

Assigned To:

*Text Bubbles*

Assigned To:

Level: One

*Background*

Fog

Assigned To:

Trees

Assigned To:

*Characters*

Emma

Assigned To:

Estrelle

Assigned To:

Monster

Assigned To:

*Interactive Assets*

*End Credits*

Assigned To:

**DESIGN**

Level: Preface

*Dialogue*

*Game Control Mechanics*

Movement

Level: One

*Dialogue*

*Game Control Mechanics*

Movement

Interactive Actions - Picking up items, combining items, etc.