**ASSETS LIST**

* Player **(Gabby)**
  + Walking out of a building
  + Entering a building
  + Running
  + Stumbling (hurt animation) + tank gets cracked
  + Filling + throwing coffee cups
  + Refill (new backpack + visual cue)
* Obstacles **(Vivian)**
  + Outside (4 lanes)
    - Dog
    - Preacher
    - Mother + child walking
    - Fashionista
    - Business man (reuse for inside)
    - Old people
    - Business woman (reuse for inside)
    - Skaters
    - Bikers
    - Car (OHKO)
    - Fire hydrant
    - Street food carts
    - Homeless person
    - Street vendors (coffee refill)
    - Tired people
  + Inside (3 lanes)
    - Chair
    - Keana on chair (spinning)
    - Janitor
    - Rich old guy with a bald spot
    - Intern running opposite direction with coffee
    - File cabinet
    - Potted plant
    - Computer desk (with computer on it)
* Backgrounds **(Keana)**
  + Buildings
    - Clothing store
    - Music store
    - Apartment
    - Hotel
    - Random brick wall
    - Random brick wall (with graffiti)
    - Random brick wall (different color)
    - Random wall (smooth)
  + Floors
    - Normal sidewalk
    - Cracked sidewalk
    - Sidewalk with puddle/shitstain
    - Edge sidewalk (between sidewalk and road)
    - Normal road
    - Manhole on road

**Notes:**

- Brownish coffee colour scheme

- Limited colour palette rather than mono

- Bright, or dull (+ bright when throw coffee, make people brighter when they get coffee)

- Maybe hose just shoots coffee rather than filling + throwing coffee cups