Asset List –

Clock

* V1
* V2
* V3

Platform –

Obstacles –

* Clock hands – Seconds, Minutes, Hour
* Cogs – Small and large

Clock Towers Background –

* V1
* V2

Character –

Maya – unity – Converstion

100 = 1

UI Art (onegaishimasu)

* Title Graphic (game name)
* Slider Graphics
  + Handle Fill Area
  + Handle Background
  + Knob
* Accent
  + 
  + Menu text will be hanging off the accent
* Timer UI Frame
* Score UI Frame
* “collectible” UI Frame

OPTIONAL ART:

* Team Logo
* Screen Dirt
* Screen Shatter