Assets Table –

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Image of asset | Unless otherwise indicated, sprite is made by me. | Unless otherwise indicated, it is primary. | Unless otherwise indicated, all sprites and other assets are all in original form. | Unless otherwise indicated, they were made by me and belong to me. | Where it is used |
|  |  |  |  |  | Start screen, level select screen, game over, win screen, controls screen |
|  |  |  |  |  | Start screen, controls screen, |
|  |  |  |  |  | Start screen, controls screen, level select screen. |
|  |  |  |  |  | Start screen, level select screen, controls screen.  This is tiled to make the skyscrapers |
|  |  |  |  |  | Start screen, splash screen, |
|  |  |  |  |  | Start screen |
|  |  |  |  |  | Start screen, controls, splash screen, game over, win screen. Shows the cursor is over a button |
|  |  |  |  |  | Start screen |
|  |  |  |  |  | Controls menu |
|  |  |  |  |  | Title screen |
|  |  |  |  |  | Level selector |
|  |  |  |  |  | Title screen |
|  |  |  |  |  | Title screen, splash screen, level 1, level selector, game over, win screen, tutorial |
|  |  |  |  |  | Sun- level 1, game over screen, win screen, tutorial |
|  |  |  |  |  | Swinging ball- level 1, tutorial |
|  |  |  |  |  |  |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\anchor-animation 1-000.png |  |  |  |  | Anchor- level 1, tutorial |
|  |  |  |  |  | Nigiri- level 1, controls layout. |
|  |  |  |  |  | Tile for floating platforms- level 1 |
|  |  |  |  |  | Bench- level 1, tutorial |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\building_roof-1-000.png |  |  |  |  | Building roof 1- level 1, tutorial |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\building_roof-2-000.png |  |  |  |  | Building roof 2- level 1, tutorial |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\building_roof-3-000.png |  |  |  |  | Building roof 3- level 1, tutorial |
|  |  |  |  |  | Building roof 4- level 1, tutorial |
|  |  |  |  |  | Building roof 5- level 1, tutorial |
|  |  |  |  |  | Building rood 6- level 1, tutorial |
|  |  |  |  |  | Building roof 7- level 1, tutorial |
|  |  |  |  |  | Building roof 8, level 1, tutorial |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\button_over_effect-animation 1-000.png |  |  |  |  | Appears when hover over button- all layouts except level 1 |
|  |  |  |  |  | Long chain object- level 1, tutorial |
|  |  |  |  |  | Chain tile- level 1 |
|  |  |  |  |  | Particle when hit checkpoint- level 1 |
|  |  |  |  |  | Both checkpoint animations- level 1, tutorial |
|  |  |  |  |  | Cherry blossom tree- level 1 |
|  |  |  |  |  | Rules for mini-game (displayed on 3d object)- level 1 |
|  |  |  |  |  | Close level button- level 1, tutorial |
|  |  |  |  |  | Close game button- home page. |
|  |  |  |  |  | Construct 3 logo- splash screen. |
|  |  |  |  |  | Control buttons symbols- controls layout. |
|  |  |  |  |  | building fill tile- level 1, tutorial |
|  |  |  |  |  | Outer death particle- level 1 |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\cursor_graphic-animation 1-000.png |  |  |  |  | Mouse cursor |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\death_particles2.png |  |  |  |  | Inner death particle- level 1 |
|  |  |  |  |  | Decoration for level select- level select layout. |
|  |  |  |  |  | Panel on time machine- level select |
|  |  |  |  |  | Dice side 1 |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\dodecagon-animation 1-000.png |  |  |  |  | Dodecagon games website- splash screen. |
|  |  |  |  |  | Wall for end level- level 1 |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\door-animation 1-000.png |  |  |  |  | Door for end level- level 1 |
|  |  |  |  |  | Roof for end level- level 1 |
|  |  |  |  |  | Black used to fill random gaps- level 1, level select, tutorial |
|  |  |  |  |  | Matcha green tea- level 1, controls layout. |
|  |  |  |  |  | Figure 1- level 1 |
|  |  |  |  |  | Figure 2- level 1 |
|  |  |  |  |  |  |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\floating_platform_tile.png |  |  |  |  | Tiles and sprites for floating platform- level 1, tutorial |
|  |  |  |  |  |  |
|  |  |  |  |  | Fountain- level 1 |
|  |  |  |  |  | Glitter- level select |
|  |  |  |  |  |  |
|  |  |  |  |  | Heren- level 1 |
|  |  |  |  |  | Home button- all layouts except title-screen |
|  |  |  |  |  | Fish in water- level 1 |
|  |  |  |  |  | Lantern (says working time in Japanese)- level 1, tutorial. |
|  |  |  |  |  | Easter egg- level select layout. |
|  |  |  |  |  | Message box- level select. |
|  |  |  |  |  | Time machine- level select |
|  |  |  |  |  |  |
|  |  |  |  |  | Lotus on lily pad- level 1 |
|  |  |  |  |  | Building tile- title, controls, level select, |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\player_graphic-fall-000.png |  |  |  |  | Gorilla- all except splash screen. |
|  |  |  |  |  | Restart level- level 1, game over, win screen. |
|  |  |  |  |  | Glow off lantern- level 1 |
|  |  |  |  |  | Text bubble- level 1 |
|  |  |  |  |  | Spear tile- level 1, tutorial |
|  |  |  |  |  | Spinning blade- level 1, tutorial. |
|  |  |  |  |  |  |
|  |  |  |  |  | Statue- level 1 |
| C:\Users\jayramsey18\AppData\Local\Microsoft\Windows\INetCache\Content.Word\stair-animation 1-000.png |  |  |  |  | Stairs- level 1, level select |
|  |  |  |  |  | End roof fill- level 1 |
|  |  |  |  |  |  |
|  |  |  |  |  | Time machine particle- level select |
|  |  |  |  |  | Maki roll- controls, level 1 |
|  |  |  |  |  | Sky on main screen- title, splash, level select |
|  |  |  |  |  | Triangle games logo- splash screen |
|  |  |  |  |  | Wall tile- level 1, tutorial. |
|  |  |  |  |  | Water- all layouts. |
| Sound files. | All sounds, unless indicated, are from Zapsplat.com | Unless indicated, it is secondary. | No changes made to any | All sounds are free to use if credit is given. | When and where |
|  |  |  |  |  | buzz of electrical sign |
|  |  |  |  |  | Sound that plays when a button is pressed |
|  |  |  |  |  | Sound that plays when die |
|  |  |  |  |  | Sound that plays when jump |
|  |  |  |  |  | Plays when time is slowed |
|  |  |  |  |  | Plays when the player hits water |
|  |  |  |  |  | Plays when the player wins |
|  |  |  |  |  |  |
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