

# Mythe Vliegende Hollander Asset planning

Victor:

Player schip frigate (sprint 1)

kanonnen player (sprint 1)

Enemy schip frigate skin/retexture (sprint2)

Kanonnen vliegende hollander (sprint 3)

Vliegende Hollander/galleon (sprint 3)

Rens:

Player captain (sprint 1)

Crew member (sprint 1)

Rotsen (sprint 2)

Eiland (sprint 2)

Pier(sprint 2)

Shops (sprint 3)

Enemy captain (sprint 3)

Enemy crew member (sprint 3)

Marit:

Tonnen (sprint 1)

Fruit kratten (sprint 1)

Lantaarns (sprint 1)

Smoke (sprint 2)

Explosion (sprint 2)

UI Elements : enemy/health, pause, resume, retry, quit knoppen (sprint 3)