# Asset List

* UI
  + Buttons
    - General UI button
    - Close button
    - Shop button
    - Menu button
    - Options Button
    - Skip Round Button
    - Pause/Play toggle
    - Daily challenges button
    - Upgrade button(s)
    - Direction arrows
    - Buff buttons
  + Gem Icon
* AI
  + Enemies
    - 5 Types:
      * Slow & Heavy
      * Fast & Light
      * Stealth
      * Splitting
      * Boss
    - Health bar
* Particle Effects
  + Lasers
  + Asteroids
  + Smoke
  + Explosions
* Heroes
* Base
  + Health hearts
* Towers
  + 5 Types: (Can attack, level 1) (Can attack, level 2) (Can attack, level 3)
    - Cannon (Basic, Basic, Basic + Cloaked)
      * Strong against: Light, Medium
      * Weak against: Heavy
    - Lasers (Basic + Cloaked, Basic + Cloaked, Basic + Cloaked)
      * Strong against: Heavy
      * Weak against: Light
    - Electricity (Basic, Basic, Basic)
      * Strong against: Heavy, Medium, Light, Close enemies (for chain)
    - Sniper (Basic + Cloaked, Basic + Cloaked, Basic + Cloaked)
      * Strong against: Heavy, Invisible
      * Weak against: Medium, Light
    - Rockets (Basic, Basic, Basic + Cloaked)
      * Strong against: Clustered enemies (for area of effect damage), Light, Medium, Heavy
  + Health bar
  + 3 Different upgrade graphics for each
* Space skybox
* Playing fields
* Over-world background
* Tower location placeholders
* Splash screen
* Font
* Logo
* Sounds
  + Death
  + Lasers
  + Combat music
  + Menu music
  + Peace music
  + Movement
  + New wave
  + Menu buttons
  + Buy money
  + Win
  + Lose
  + Rockets
  + Explosion(s)
  + Tower placement
  + Boss music
* Buff icons