**Asset List for Flappy Shark**

**1. Characters**

* **Shark**
  + Idle animation
  + Swimming animation
* **OceanGate Bonus Character (Optional)**
  + Idle animation
  + Swimming animation

**2. Obstacles**

* **Mine**
  + Idle state
  + Explosion animation
* **Missile**
  + Launch animation
  + Flying state
  + Explosion animation

**3. Environment**

* **Background (Water)**
  + 5 different layers for parallax effect (from foreground to background, depicting different depths and elements)
* **Background (Coral)**
  + Coral formations for various layers (foreground to background)
  + Animated elements such as swaying sea plants
* **Floor**
  + Detailed seabed with varying heights and textures
  + Potential hiding spots or terrain variations

**4. UI/UX**

* **Game Over Screen**
  + Game over text/graphic
  + Score display
  + Replay button.
  + Exit to main menu button.
* **Buttons for UI**
  + Play button.
  + Settings button (to control music volume, etc.)
  + Leaderboard button (if applicable)
* **Icons**
  + Score icon
  + Life icon (if there are lives in the game)
  + Bonus item icons (for treasures or power-ups)
  + Mute/Unmute icon for music and sound effects.

**5. Sounds**

* **Music Tracks**
  + Array of background music tracks for the playlist system
  + Victory jingle (for completing a level or achieving a high score)
  + Game over jingle
* **Sound Effects**
  + Explosion sounds (for mine and missile)
  + Swimming sounds
  + Collection sound (when grabbing a treasure)
  + UI click sounds.

**6. Miscellaneous**

* **Treasures**
  + Various treasure assets (like chests or rare fish) to be collected for bonus points.
* **Particle Effects**
  + Explosion particles
  + Bubble particles (for ambiance and shark movement)

**Note**: Ensure the assets are optimized for the game's platform to maintain good performance and maintain a consistent art style across all assets to create a cohesive visual experience.