Assets

* Button asset
* Floor tiles (done)
* Simple wall tiles
* Computer monitor
* Monitor Avatar
* Comically large tower
* Desk
* Chair
* Bed
* Main Character + animations
* Book sprite for inventory
* Pizza Box
* Recycling bin
* FireWall
* Files
* Filing Cabinet
* Trash can
* Recycling bin
* Physical key for inventory
* Main Menu
* Windows Screen
* Pause Menu
* 1,0,2 sprites
* Popup window for enemy