**Assets:**

An asset in game development is essentially any resources that are used to develop a video game. There are many different types of assets such as graphics, sound , textures and many more. Assets are important since they make the game visually and audibly appealing, this will attract more players to want to engage in your game. For our project we will mainly be using the sound and graphics assets.

**Graphics:**

Graphics are very important in games design as it can completely alter the appearance of your game from something basic to something phenomenal. In our game “Submarine Mayhem” our graphics will be hand drawn and altered to fit in the game perfectly. The graphics will mainly be going on sprites, background, menu and obstacles. This asset will be stored in a graphics folder.

A drawing of a submarine

Description automatically generated

Figure :Graphics

**Sound:**

The sound asset proves vital to making your game more realistic, for example if a game character goes in the water, you would want a splash sound as it is more realistic and can make the game more engaging to play. In our game our sound would be generated in ‘Bfxr’ this is a helpful tool in making sound effects which can then be imported into our game. We will have a sound folder to store all our generated audio.

A screenshot of a computer

Description automatically generated

Figure :Bfxr