# Code Asset List:

## Menus:

Main menu

Level Select Screen

## Environment:

Ground

Normal Platforms

Moving Platforms posx = origin + A\*sin(w\*t)

Collapsing platforms

Ceiling

## GUI:

Player Health Bar

Pause Button – brings over a pause menu with level reset within it

## Game Manager:

sidescrolling camera

## Characters:

## Player:

Movement – Move around along the ground with wasd/arrow keys

Jumping – Jump in the air at least 3x the player height

Vine swinging – Vine whip a point and swing around about that point

## Enemies:

Enemy 1

Be above enemy and use vine pull to kill

Enemy 2

Jump on enemy and then use vine pull while you are above them

Enemy 3

Swing into them to make them uprootable