# Code Asset List:

## Menus:

### Main Menu:

Functions to move between the different scenes (Game, control, quit)

### Pause Menu:

Functions to continue the level, restart the level, or return to main menu

## GUI:

Show the amount of boost the player has with a slider

## Game Manager:

Manage the different background tiles, spawning them as the player gets past certain boundaries to make endless level

~~Maybe Move the background with the player movement~~

~~Spawning the player at the start~~

~~Return player to starting location on death~~

## Characters:

### Player:

~~Mouse pointer to aim~~

~~M1 attaches hook onto building~~

~~Once hook is attached, M1 and hold shortens rope~~

~~Boost forward in direction of movement with M2 if you have boost left~~

### Building:

~~Block that stops player~~

#### ~~Windowed:~~

~~Have a window that the player can pass through~~

Has Boost in it that player can pickup

### Boost:

When player picks it up, they gain boost