# 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