**Sprite/tile list:**

**Objects:**

* **Crate(s)**
* **Drawbridge**
* **Ball**
* **Box**
* **Pressure Plate**
* **Doors**
* **Final door**
* **Wheels**
  + **Mark: for lock combination puzzle, wheel should some sort of dial indicator**
* **Torches/braziers**
* **Floaty horizontal platforms**
  + **Mark: should look mechanical (like a cart?). Perhaps it is moving along a track indented into the back wall. This would help explain linear movement path and why it may be pulled back by a force.**
* **Bell**
* **Hammer (bell is more important though)**
* **Mark: Decor fitting for a dungeon: rubble (larger piles/rocks and small litter), tapestry on walls, spider web, treasure, immovable objects in the background in rooms with a movable box**

**Tiles:**

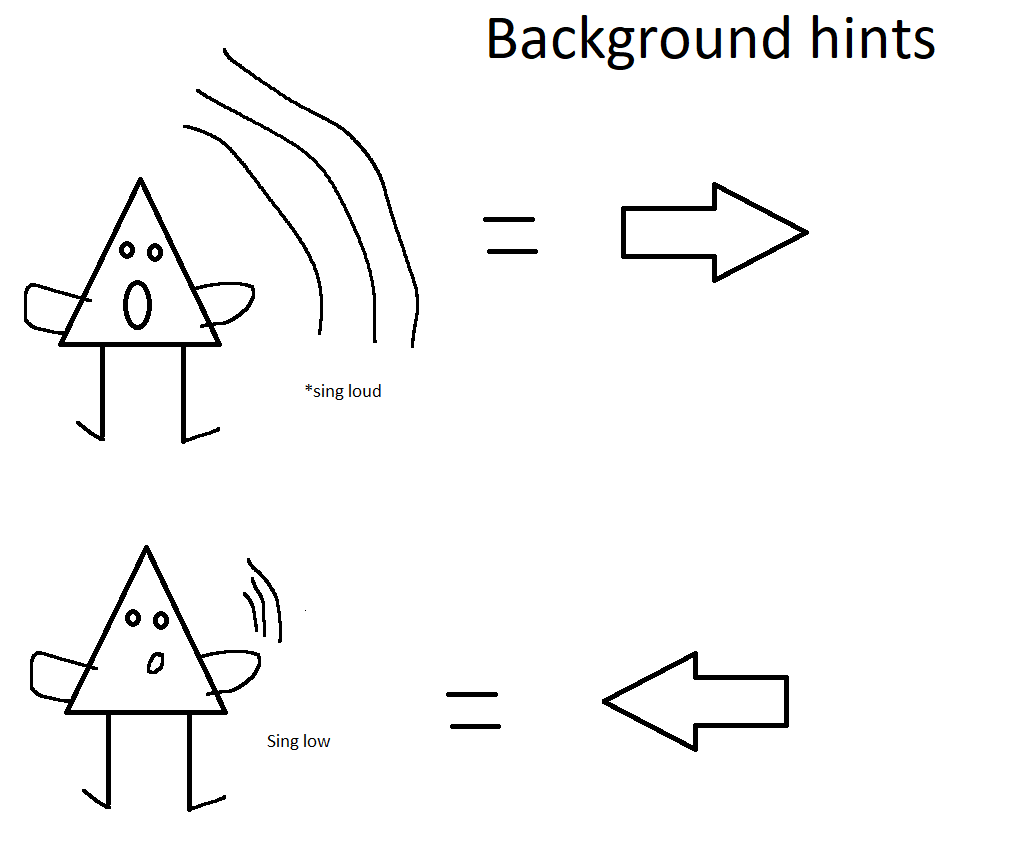
* **Mark: replace mirrored stair-tiles with actually slanted ceilings**

**Other:**

* **UI visuals on/around character when toggling/banking notes**

**Juice:**

* **Maybe some gestures/symbols we can put on the background wall in rooms where it's relevant, to highlight the kind of puzzle it is?**

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