

Needed Assets:

UI-Elements:

- Player Hearts
- Game Settings sprites (Buttons, Maybe Fonts and more)
- Start Menu Background Art

In-Game-Assets:

- Sprites for all those Items in the Game Doc
- Attack animations for the monkey + getting hurt + death
- Enemy Sprites (With Movement, basically like the monkey)
- Background Art for the different Levels (See Trello or Doc)
- Assets to put in the Game World for each Level
- Assets for Gameitems, see in Doc again