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