**Asset List: Iteration 1**

Cave Environment

* Corner Rock
* Stalactites/Stalagmites
* Cravices
* Random Stones
* Ores
* Crystals
* Rubble pile of stone and dirt
* Stone Slabs

Architecture Assets

* Pillars (whole and broken)
* Stone Frames in walls ´n such

Characters

* Design
* Model
* Rig
* Textures
* Animations

Enemie 1

* Design
* Model
* Rig
* Textures
* Animations

Tutorial Level

* Level Concept
* Level Design
* Prototype
* Final Level

Level 1 (Main Level)

* Level Concept
* Level Design
* Prototype
* Final Level

Audio

Character

* Walking
  + Different Sounds depending on Material she walks on
* Jumping
* Sneaking
  + Less noisy steps, holding breath
* Running
  + Fast breathing
* Pulling
  + Heavy breathing
* Climbing
  + Heavy breathing

Gravity Change