**Prog Doc Milestone 2**

The art that we’ll need to fully flesh out/polish the hook mechanic (Swapping characters, the lights, and those characters interactions with such) Ie: Models, FX, Animations, Sounds

- Fen Model

- Yenno Model

- Fen Animation & Sounds

- Walking

- Jumping

- Crawl in pipe

- Idle?

- Hurt?

- Yenno Animation & Sounds

- Walking

- Pushing

- Idle?

- Hurt?

- Lights

- Swinging

- Lamp post

- Normal hanging

- Normal ceiling sitting

- Night guard animation/2d thing

- Lamp model

- Sprite particle

Reactionary assets are a smaller subsection, but vitally important

- Sprite Attacking FX - Yenno - Damage

- Yenno, Healing In Light?

- Burning In Light FX - Fen - Damage

- Fen Sprites Returning/Healing?

To be able to expand upon our code we’re going to need the FX for both of them and the sprites, as well as working volumetric lights (May already be working, I’m unsure)