Toiper Asset List

# Character

Running

Animation

Footsteps sound effect

Hitting Wall (and turning around)

Sound effect

Using Trampoline (Toiper stops running, spins to unroll a bit of himself which is thrown forward, forming a ‘toilet paper trampoline’)

Animation

Sound effect for activating the ability.

Sound effect for the trampoline setting itself up.

Bouncing (Toiper collides with a trampoline – from running position, he will leap on it, then tuck his legs like a cannon ball [will add spinning through code])

Animation

Sound effect for the bounce (something like a spring maybe?)

Swooshing sound effect for the spinning

Airborne (should be a smooth transition from either running or bouncing animation)

Animation

Sound effect for landing maybe? Could reuse the footsteps.

Rolling (Toiper lays on his side and starts unrolling quickly)

Animation (will probably make a frame by frame one for this one)

Sound effect

Swinging (Toiper throws a part of himself to something and can swing on it while the player holds the button down)

Animation for activating this ability (throwing the ‘rope’)

Sound effect for activating this ability.

Animation for swinging on the ‘rope’

Swooshing sound effects for the swinging

Dying (Toiper hits an environmental hazard [will decide later what they are – could be sharp stuff, or fire, or water])

Animation (to be determined)

Sound effect

# Main Menu

Splash Art

Main Menu Music – I imagine something curious & adventurous, but you guys are the professionals.

UI

Buttons

Visual design.

Sound effect when clicked.

Level Select Screen

Visual Design

# Gameplay

Background music – I’m imaging some up-beat supermarket music would fit the gameplay. Hopefully I’ll soon have gameplay to show so you guys can see it yourselves if that’ll help.

Level Started

Transition screen

Sound effect

UI

Panel visual design

Buttons

Sound effect for clicked.

Use Trampoline

Visual design

Use Roll

Visual design

Use Swing

Visual design

Pause Button

Visual design

Pause Menu

Panel visual design

Pause menu music (preferably something that would transition well to and from the gameplay background music)

Level Completed

Transition screen

Sound effect

Level Failed

Transition screen

Sound effect

Environment

Art – Still have to determine exactly what the environment will look like

Could add some background noises – perhaps supermarket stuff? If the game takes place in a supermarket. Yet to be determined.

Trampoline

Art

Animation for when used.

Animation for when bounced on.

Sound effect for when bounced on.

Hazards – Yet to be determined