Temasek Polytechnic

School of Informatics & IT

Diploma in Game Design and Development

{**TTSH/NCID : Infectious Disease**} Art Document

**Project Particulars**

|  |  |
| --- | --- |
| **Supervisor** | Malcom Grant |
| **MP Project Title** | Origin Of Infection |

**Project Team’s Particulars**

|  |  |
| --- | --- |
| **Admission Number** | **Student Name** |
| 2000384D | Yeo En Yew, Benjamin |
| 2000365C | Teo Yi Kai |
| 2000411E | Yap Wai Kit Perry |
|  |  |
|  |  |
|  |  |

**Table of Contents**

Game Art Direction

|  |  |
| --- | --- |
| **Description** | A Low Poly look to fit in with the Roblox theme. |
| **Moodboard / Reference** | [ImageLink](https://devforum.roblox.com/t/low-poly-styled-simulator-lobby/683143/9) |
| **Creator's Name** | [Official\_Darcloud](https://devforum.roblox.com/u/Official_Darcloud) |

# Assets

## <3D Models>

3D Gameobjects That were used in the game

### Hospital

|  |  |
| --- | --- |
| **Description** | A generic low poly, low budget hospital. The interiors are empty, furniture and other facilities are made separately |
| **Moodboard / Reference** | No reference used |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | * 11776852553 * Hospital.obj (Blender file) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### City House

|  |  |
| --- | --- |
| **Description** | A type of housing used in urban settings, only the first floor is accessible. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | * 11776852553 * UrbanCityHouse.obj (Blender file) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### City House 2

|  |  |
| --- | --- |
| **Description** | A variation of the city house with alternate colors to add variety in-game |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > UrbanCityHouse (9) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Suburban house

|  |  |
| --- | --- |
| **Description** | A house to be used in suburban settings. Has a ceiling light and stairs to access a second floor, but is othewise empty. |
| **Moodboard / Reference** | Inserting image... |
| **Art Asset** | Inserting image... |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > UrbanCityHouse (9) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Ceiling light

|  |  |
| --- | --- |
| **Description** | A light source placed in buildings to add lighting |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path  Asset Manager > Models > CeilingLight |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Viral worm

|  |  |
| --- | --- |
| **Description** | An upscaled model of the ebolavirus, used in the museum to show players what the ebolavirus looks like. The number of red particles on the model had to be cut down to lower the tri-count. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path  Asset Manager > Models > viral worm thing geometry applied  Asset Manager > Images > ViralWorm (1) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Tree

|  |  |
| --- | --- |
| **Description** | A low poly tree |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path  Asset Manager > Models > Tree |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Rapid responder

|  |  |
| --- | --- |
| **Description** | A medical truck based on real world medical tuk-tuks in developing countries. It is one of the usable cars in-game and the player can drive it around the map. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path  Asset Manager > Models > RapidResponder |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Dune buggy

|  |  |
| --- | --- |
| **Description** | A model of a low poly dune buggy. It is another drivable car and can be driven around the map with balanced controls. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path  Asset Manager > Models > DuneBuggyRoblox |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### City Wall

|  |  |
| --- | --- |
| **Description** | A section of modular wall for the main city of the game, designed to not be climbable regardless of the players actions after testing in game showed a simpler wall was able to be climed over. |
| **Moodboard / Reference** | <Image>  Custom made for game, no reference used. |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > City WallV2  Roblox Mesh ID: 11748243378  City Wall.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### City Wall Gate

|  |  |
| --- | --- |
| **Description** | A variant of the city wall with a hole in it for a door. |
| **Moodboard / Reference** | <Image>  Custom made for game, no reference used. |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > City Wall GateV2  Roblox Mesh ID: 11748242641  City Wall Gate.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Fire Bowl

|  |  |
| --- | --- |
| **Description** | A decorative Fire pit meant to work with Roblox built in Fire particle effects |
| **Moodboard / Reference** | <Image>  Custom made for game, no reference used. |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Fire Bowl  Roblox Mesh ID: 11716334530  Fire Bowl.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Barrier

|  |  |
| --- | --- |
| **Description** | A barrier model used in the game to ‘quarantine’ areas |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Barrier  Roblox Mesh ID: 11704644141  Barrier.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### IV Bag

|  |  |
| --- | --- |
| **Description** | A Decorative ‘IV stand’ model. It was separated into 2 parts to allow the stand to be used for other purposes and to simplify its production, as it is a purely decorative asset for background detailing. |
| **Moodboard / Reference** |  |
| **Art Asset** | A lamp post made using the ’stand’ of the iv bag |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > IV Bag(Bag)  Roblox Mesh ID: 11748917580  Asset Manager > Meshes > IV Bag(Stand)  Roblox Mesh ID: 11748917511  IV Bag.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Bench V2

|  |  |
| --- | --- |
| **Description** | A Decorative Bench with a back that was also rescaled into a chair. |
| **Moodboard / Reference** |  |
| **Art Asset** | The ’Chair’ |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Bench V2  Roblox Mesh ID: 11754739984  Bench.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Bed

|  |  |
| --- | --- |
| **Description** | A Decorative Bed used in the game to add detail |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Bed  Roblox Mesh ID: 11748942087  Bed.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Bumper car

|  |  |
| --- | --- |
| **Description** | A bumper car model for the bumper car in the game |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > BumpCarSmooth  Roblox Mesh ID: 12049970460  BumpCar.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Cabinet

|  |  |
| --- | --- |
| **Description** | A Cabinet used for decoration |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Cabinet  Roblox Mesh ID: 11748941856  Cabinet.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Cave

|  |  |
| --- | --- |
| **Description** | A Cave model used in the game as an area of interest. |
| **Moodboard / Reference** | No Reference, Made specifically for game. |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Cave  Roblox Mesh ID: 11697722782  Cave.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Centrifuge

|  |  |
| --- | --- |
| **Description** | A Centrifuge model used in the hospital as an important object. It was modified from the reference image to help clarify its purpose, since the reference image resembles a rice cooker. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Centrifuge  Roblox Mesh ID: 11697722014  Centrifuge.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Corner table

|  |  |
| --- | --- |
| **Description** | A corner table model used as decoration in the game. |
| **Moodboard / Reference** | No specific reference used. Model was made freehand. |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Corner Table  Roblox Mesh ID: 11749036748  Corner Table.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Jar

|  |  |
| --- | --- |
| **Description** | A Jar model used in the game for decoration. It requires a separate cylinder default part and objects inside to be ‘complete’ |
| **Moodboard / Reference** | No specific reference used. Model was made freehand. |
| **Art Asset** | Inserting image... The ’complete’ Jar in use |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Jar  Roblox Mesh ID: 11948457420  Jar.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Jeep Shell

|  |  |
| --- | --- |
| **Description** | A Car part used in conjunction with other in game parts to create a car model. |
| **Moodboard / Reference** | No specific reference used. Model was made freehand. |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Jeep Shell V2  Roblox Mesh ID: 11715926589  Jee Shell.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Medical Tent

|  |  |
| --- | --- |
| **Description** | A medical Tent designed for the 3rd stage of the RPG. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Medical Tent  Roblox Mesh ID: 11715927648  Medical Tent.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### MedKit

|  |  |
| --- | --- |
| **Description** | A medical Kit meant for the player to use in the game to treat patients. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Medkit  Roblox Mesh ID: 11710934317  MedKit.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### MedKit

|  |  |
| --- | --- |
| **Description** | A Syringe meant for the player to use in the game to gather samples. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Syringe V2  Roblox Mesh ID: 11748573850  Syringe.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Table

|  |  |
| --- | --- |
| **Description** | A Table used for background decoration. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Table  Roblox Mesh ID: 11748944288  Table.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Terrain 1

|  |  |
| --- | --- |
| **Description** | A decorative part that can be used as large mountains, small hills, boulders, etc. |
| **Moodboard / Reference** | No reference, made Freehand |
| **Art Asset** | Default appearance:  Terrain bumps:  Boulders: |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Terrain 1  Roblox Mesh ID: 11748944219  Terrain 1.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Terrain 2

|  |  |
| --- | --- |
| **Description** | A decorative part that can be used as large mountains, small hills, boulders, etc. |
| **Moodboard / Reference** | No reference, made Freehand |
| **Art Asset** | Default appearance:  Terrain bumps:  Boulders: |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Terrain 2  Roblox Mesh ID: 11748944084  Terrain 2.Blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Terrain 3

|  |  |
| --- | --- |
| **Description** | A decorative part that can be used as large mountains, small hills, boulders, etc. |
| **Moodboard / Reference** | No reference, made Freehand |
| **Art Asset** | Default appearance:  Terrain bumps:  Boulders: |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Terrain 3  Roblox Mesh ID: 11748944084  Terrain 3.Blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### TreeLeaves

|  |  |
| --- | --- |
| **Description** | Part of a tree decoration, made separate from the trunk to simplify production using Roblox default assets and to allow for minor variations in the final tree design. Was also used elsewhere as an icepack. |
| **Moodboard / Reference** | No reference, made Freehand |
| **Art Asset** | Leaves as an ’Icepack’: |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > TreeLeaves  Roblox Mesh ID: 11704656214  Tree.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### TreeTrunk

|  |  |
| --- | --- |
| **Description** | Part of a tree decoration, made separate from the Leaves to simplify production using Roblox default assets and to allow for minor variations in the final tree design. |
| **Moodboard / Reference** | No reference, made Freehand |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > TreeTrunk  Roblox Mesh ID: 11704656053  Tree.Blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### TV

|  |  |
| --- | --- |
| **Description** | A Television model used to display information in the main game |
| **Moodboard / Reference** | No reference, made Freehand |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > TV  Roblox Mesh ID: 11697721338  TV.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Village Hut

|  |  |
| --- | --- |
| **Description** | A model of a rural village house, used in the game as background decoration |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Village Hut  Roblox Mesh ID: 11688901833  Village Hut.blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Viral(Sphere)

|  |  |
| --- | --- |
| **Description** | A model of an influenza virus used in the museum. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Path  Asset Manager > Meshes > Viral(Sphere)  Roblox Mesh ID: 11804012407  Viral(Sphere).blend |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

## <User Interface(UI)>

2D images use for the player to interact or show them and are only seen on the player side.

### Arrow

|  |  |
| --- | --- |
| **Description** | A UI use for giving direction to player and next button for the tour |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11698336116  File Name: Arrow.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Text Box

|  |  |
| --- | --- |
| **Description** | A UI use for showing what the NPC are saying |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11768764934  File Name: TextBox.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Close Button

|  |  |
| --- | --- |
| **Description** | A UI use for closing |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Teo Yi Kai |
| **Location of each art asset (maya file)** | Roblox Id: 11774396007  File Name: CloseButton.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### End Screen

|  |  |
| --- | --- |
| **Description** | A UI use for the end of normal mode |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11802994292  File Name: EndingScreen.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Infection Bar Bottom

|  |  |
| --- | --- |
| **Description** | A UI use for infection mechanic. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11802624515  File Name: InfectionBarBottomBar.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Infection Bar Top

|  |  |
| --- | --- |
| **Description** | A UI use for infection mechanic. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11774497042  File Name: InfectionBarTopBar.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Infection Bar Inside Bar

|  |  |
| --- | --- |
| **Description** | A UI use for infection mechanic. |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11802625717  File Name: InfectionBarInsideBar.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Normal Mode

|  |  |
| --- | --- |
| **Description** | A UI use for starting normal mode |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11774431650  File Name: NormalMode.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Explore Mode

|  |  |
| --- | --- |
| **Description** | A UI use for starting explore mode |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11774404471  File Name: ExploreMode.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Tour Mode

|  |  |
| --- | --- |
| **Description** | A UI use for starting tour mode |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11774430545  File Name: TourMode.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Play Button

|  |  |
| --- | --- |
| **Description** | A UI use for the menu |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11774384728  File Name: PlayButton.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Rainbow Fram

|  |  |
| --- | --- |
| **Description** | A UI button with rainbow outline |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11824086618  File Name: RainbowFrame.png |
| **Used in game** | No |
| **Status of Art Asset** | Finished |

### Bruise Face

|  |  |
| --- | --- |
| **Description** | A UI use for the npc to show the internal bleeding symptoms |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11877263464  File Name: bruiseFace.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Fever

|  |  |
| --- | --- |
| **Description** | A UI use for the npc to show the fever symptoms |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11877281389  File Name: Fever.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Red Eye (Females)

|  |  |
| --- | --- |
| **Description** | A UI use for the npc to show the red eye symptoms |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11761937265  File Name: RedEye(Female).png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Red eye face

|  |  |
| --- | --- |
| **Description** | A UI use for the npc to show the red eye symptom |
| **Moodboard / Reference** | Custom made for project, no reference use |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11877420776  File Name: RedEye.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Tired face

|  |  |
| --- | --- |
| **Description** | A UI use for the npc to show the internal bleeding symptoms |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11877371351  File Name: SoreThroat.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Tired face

|  |  |
| --- | --- |
| **Description** | A UI use for the npc to show the internal bleeding symptoms |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yeo En Yew, Benjamin |
| **Location of each art asset (maya file)** | Roblox Id: 11877321741  File Name: Tired.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Vomitting face

|  |  |
| --- | --- |
| **Description** | A sick face used to show that a victim is feeling nauseous |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 11761231330  File Name: VomittingFace.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Tick

|  |  |
| --- | --- |
| **Description** | A tick UI that’s displayed in the medical case minigame |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 11947136870  File Name: Tick.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Save

|  |  |
| --- | --- |
| **Description** | A UI text displayed over the save button to let the player know its function |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 11830716231  File Name: Save.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Saving

|  |  |
| --- | --- |
| **Description** | A UI text displayed while the game is saving |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 11830716086  File Name: Saving.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Done

|  |  |
| --- | --- |
| **Description** | A UI text displayed when the game is done saving |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 11830716334  File Name: Done.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### SaveButton

|  |  |
| --- | --- |
| **Description** | A UI button used as the save button |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 11830725518  File Name: Button.png (Adobe Illustrator file) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Shopping Trolley icon

|  |  |
| --- | --- |
| **Description** | A UI icon of a shopping trolley used for a button to access the shop |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 12102312511  File Name: ShopIcon.png (Adobe Illustrator file) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Options

|  |  |
| --- | --- |
| **Description** | A UI bar that contains choices to select during the quizzes in the tour mode |
| **Moodboard / Reference** | No reference used |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 12049919004  File Name: OptionButtons.png (Adobe Illustrator file) |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Hovering options

|  |  |
| --- | --- |
| **Description** | A UI use for the npc to show the red eye symptom |
| **Moodboard / Reference** | No reference used |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 12134755340  File Name: OptionButtonsHovering.png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Alternate Textbox

|  |  |
| --- | --- |
| **Description** | An alternate textbox UI used to display dialogue, used exclusively in the tour mode |
| **Moodboard / Reference** |  |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Roblox Id: 12049804019  File Name: Textbox2png |
| **Used in game** | Yes |
| **Status of Art Asset** | Finished |

### Game Thumbnail

|  |  |
| --- | --- |
| **Description** | An image made to use as a thumbnail for the game |
| **Moodboard / Reference** | No reference used |
| **Art Asset** |  |
| **Creator's Name** | Yap Wai Kit Perry |
| **Location of each art asset (maya file)** | Path |
| **Used in game** | Yes/No |
| **Status of Art Asset** | Finished |