Game Jam Checklist and notes:

Artwork Style – Future tech built using spare parts and scraps.

# Backpack

* On character
* Glass Cylinder
* Tubes
* Main Sections

# Platforms

* 1/1/5
* Z is forwards in unity
* Make them look bricky
* Do diagonals too

1. Normal
2. Decayed
3. Fixed/New

# Environment

1. Damaged Buildings
   1. Fallen Over
   2. Damaged