Asset list.

Minimum:

models:

3 normal Rock Models

3 Wall Rocks models

1 Player character model

1 Enemy Character model

1 Player character Rig

1 Enemy Character Rig

2 Tree models

2 types of flora

Texturing/shader:

Cell Shader most environment assets

Translucent shader Both characters.

Enemy Character facial mask

Tree model mask for luminosity.

Particle:

Smog particle for both characters. 2 variations of color.

Luminosity Particle

Fog to hide level boundaries.

Lighting:

1 God ray

1 luminosity lighting for reflection and ambient lighting.

1 dark sky

1 light for each character, variation in color.

Next page.

UI:

Play button

Level Button

Pause Button

Quit Button

Timer indication

Corsair

Animations:

Player Idle

Player dash

Player moving

Enemy Float

Enemy attack

Enemy Die

Consideration:

Transition scene (motion from possessing an enemy)

Flora movements.

Nice ambience in lighting the whole scene.

Probably technical issues that will occur.