**Art Lead -** Document all visual elements in the project. -Aydan  
*How many different types of sprites are there?*

*How many are variations on the same asset?*

*Knight: made up of three separate variable sprite entities being legs, sword, torso/head, 1 knight only*

*Fly: wings, torso, particle effect, there are 5 small flies in the beginning 1 big one in the end 6 in total*

*Trees: in order: 4 branch tree foreground (less faded), three branch tree foreground (less faded), three branch tree background (slightly faded), 4 branch tree foreground (less faded)*

*Small dummy: in the beginning only 1 facing towards player spawn*

*Flowers: stem varies is darker color than ground color in order: purple circle, yellow long extremely rounded rectangle, blue rounded small square flower, red rounded rectangle flower, blue rounded small square flower, red circle flower, double yellow flower.*

*Bushes: 4 different colored bushes all a shade of green either lighter or darker, variation of size and shape and different collages of separate sprites brought together to look like a single bush in various instances none are rotates except for one at the end past the windmill*

*Grass: same rule with bushes except it is only one color no variation its color is a slightly lighter green than the ground barely noticeable though various versions of the grass are all collaged together to make a dynamic solid ground prop it is place all across map it is always high enough to cover the knight’s legs.*

*Ground: solid color of green*

*Wagon: a single wagon sprite in middle of map*

*Windmill: made out of three sprite variables/entities being the house, the mill/wheel/turbine, the door, placed at the end*

*Mountain: all same mountain range sprite two are the same 1 is slightly faded and larger to add a background? Distance affect*

*Clouds: 3 different cloud sprites in order: 5 lumps small, 6 lumps large, 5 lumps small but different sprite than the first cloud sprite*

*How many different animations are there? What objects are they tied to?*

*Leg animation on knight*

*Windmill animation on windmill*

*Wing animation on fly*

*Panning animation on background*

*Destruction animation on anything that gets destroyed*

*Particle animation trailing the flies*

*How are the elements arranged?*

*Trees throughout the level up until windmill*

*Dummy near spawn*

*Grass through out*

*Three cloud evenly spaced*

*Small flies in beginning big fly in the end*

*3 mountain sprites one that doesn’t move near middle to end more in foreground two that do move and pan that are near end more placement explanation is in the first questions answers*

**Design Lead –** Document level design and player behavior -Noah

*How high does the character jump relative to other objects/the character’s height?*

Player jumps roughly same height as player height  
*How fast does it take the player to move to a given distance?*

Player speed allows them to run across screen length in about 5 seconds  
*Where are enemies placed and how do they move, how tough are they?*

Small enemies are placed starting around a quarter through level, Large enemy is near exit, small enemies move on X and Y axis, large enemy just moves on X axis, Enemies take 4-5 hits to kill  
*What is the overall layout of the level?*

2D platformer, advancements are made by moving one direction to the right.

**Sound Lead –** Document all audio elements in the project. -Nick

*How many different sounds are there?*

There are approximately 11 total sounds.

*Are they unique sounds or variations on the same asset?*

Most are unique, but the fly hurt and the boss fly hurt are both the same sound, but the boss one is stretched about 100%.

*Where and when do the audio assets appear?*

The audio assets likely appear on the objects that will use them. In the case of ambiance and passive noises, they start on awake and loop forever.

*What triggers them to play and stop?*

They start on awake and end on death, for the looping sounds. The fly hurting, jumping, and most other misc. sounds start on a certain event, and end when the sound is done playing.

**Tech Lead –** Document systems and interactions. -Noah

*What behaviors are driven by game systems or scripts?*

Player movement, sword position, health, enemy movement  
*What systems are required for the game to be playable?*

Player movement, technically all you need to be playable, just won’t be good

Director will use this information to decide a plan of action. –Zeke

Step

1. Each get our own copy of the broken game and start finding what is the real assest for the game
2. Make a local broken copy of the game for github
3. Sort out the real stuff from the broken stuff into different folders
4. Individually in personal sandboxes’’ start putting game together (For sound and others that require the others, they can get a fixed or pieced items to test on)
5. After done we put all pieces in final copy (connect sprites to prefabs first) so there’s everything in the game then start attaching the physics to the objects and then add sound once things are in.

Producer will consolidate this information to be used by the team. -Nick