**Costume Curse: Rough Asset List**

1. **Characters**
   1. Heroes (costume and no costume)
      1. Ganiel
      2. Sield
   2. Supporting Cast
      1. Witch
      2. Frog or lil’ Ghost
   3. Enemies
      1. Skeletoodles
      2. Pimpkins
      3. Ghosts
      4. Final Boss (Unknown)
   4. NPCs (with costumes)
      1. 5 adult types
      2. 5 children types
2. **Buildings**
   1. Homes
      1. 8-10 suburb homes
      2. Creepy Witch House
   2. Cabins
      1. 1-2 Abandoned Forest cabins
      2. Village huts (Forest)
      3. Farm and Sylo
3. **Vegetation**
   1. Terrain Types (Textures): dirt, grass, gravel, river
   2. Tree Types (8 total tree assets)
      1. 2 orange/yellow leafed trees
      2. 2 green leafed trees
      3. 2 leafless trees
      4. 2 pine trees
      5. Ground leafs (can be applied with brushes as particles, no shadows)
   3. Bushes: big, medium (with berries), 1 small
   4. Flowers: red, white, yellow
   5. Rocks: big and small (can be clustered in unity)
   6. Grass: green and maybe yellow
4. **Miscellaneous**
   1. Urban Stuff
      1. Street (for suburbs map)
      2. Mailboxes
      3. Streetlights
      4. 5 car types (can variate in colors to create more combinations)
      5. Trashcans (with some trash on the floor)
      6. Gates (ends of road)
      7. Pumpkins
      8. Halloween decorations
   2. Forest Stuff
      1. Shovel
      2. Tomb
      3. Wood and rock fences
      4. Rock bridge (for river)
      5. Campfire
      6. Wooden bench
      7. Scarecrow
      8. Wheat crops
5. **Animations:**
   1. Heroes:
      1. Idle
      2. 1 attack for each ability
      3. Defend
      4. Miscellaneous for cut scenes
   2. Supporting Cast:
      1. Witch: evil laughing, portal opening
      2. Frog: idle
   3. Enemies (for each one):
      1. Attack
      2. Special Attack
      3. Defend
      4. Death
   4. NPCs: idle
6. **Texture maps:**
   1. Albeno
   2. Lightmap
7. **Particle Systems (Rough, depends on abilities):**
   1. Fireball
   2. Thunder Strike
   3. Skelletoodle music notes
   4. Pumpkin Aura
   5. Bats
   6. Boss attacks