**Physical Assets (3D)**

**Overall/General**

* Rocks (Ideally combinable)
* Walls (both destroyed/uneven and even versions would be nice)
* A ramp that transitions smoothly from ground to wall might be nice for the wall-running, both to signal the player what to do and to make the animation look better

**Hub**

* Familiar Objects (Bed, Desk, wardrobe)
* Bottom Clockwork (The platform you walk on)
* Dismembered Body parts (As last parkour on the way to the exit; Would fit after being whole again; Maybe just recolor MC’s parts)
* Reusing assets from all other areas here might be smart for us as well as make the narrative come full circle

**Leg Area**

Puzzle:

* Level is a (3D) maze of flames where MC has to corner the legs while finding the way through the flames (Possible illusion of danger with no way of losing)

Assets:

* Cigarette (as pillars/platforms)

**Torso Area**

Puzzle:

* Torso is trapped underneath one side filled with documents and other work-related items. MC needs to drop free time-related objects on the other side to free the torso.
* Needs to reach “switches” with his wall-running ability that activate by being stood on

Assets:

* Big Old-Fashioned Scale
* Switch

**Arm Area**

Puzzle:

* Whole level is broken statue of MC. MC needs to push the broken pieces back together with Torso ability in order to reach arms

Assets:

* Very big Statue of MC (Broken into pieces)
* Proposal: Use MC as basis to reuse as statue parts

**Memory Assets (2D)**

Hub

* Background clockwork
* Exit/Goal
* Floating body parts (For final parkour to exit)
* Other familiar objects (Just to add more visuals, only if there’s enough time)
* Reusing assets from all other areas here might be smart for us as well as make the narrative come full circle

Leg Area

* Fire/Flames
* Cigarettes
* Trees/Plants (burning)

Torso Area

* Work-related items (Documents/Stationaries/Full Calendar(etc.…)
* free time objects
* Photo album
* Musical instrument
* Sports equipment

Arm Area

* Friend whose statue was destroyed (distorted if possible)
* Party elements (drinks/glasses/board games/etc.…)

UI

**Other (VFX)**

Hub

* Warm/Calm lighting
* Light floating dust

Leg Area

* Smoke
* Fire sparks

Torso Area

Arm Area:

* Lots of floating dust/dirt