**Physical Assets (3D)**

**Overall/General**

* Rocks (Ideally combinable)
* Pillars (Generic, could be used in any area)
* 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
* Pressure Plate

**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**

* Cigarette (as pillars/platforms)

**Torso Area**

* Big Old-Fashioned Scale
* Document pile
* Football
* Music Note
* Color Palette

**Arm Area**

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

**Memory Assets (2D)**

**Hub**

(Background clockwork)

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

**Legs**

Forest

Hut

Cigarette

Fire

Running legs

Newspaper article (blurry when you approach it, no readable text)

**Torso**

Startup office

Awards

Promotion

Suits

Final office

Football (2 frame decay animation)

Note (2 frame decay animation)

Color palette (2 frame decay animation)

**Arms**

Party hat

Silhouettes of different people

Huge gift (2 frame with unwrapping)

Statue and MC (shocked expression)

Pushing

Fragmented statue

Silhouettes leaving

**Other (VFX)**

**Hub**

* Warm/Calm lighting
* Light floating dust

**Leg Area**

* Fire/Flame Walls
* Smoke
* Fire sparks

**Torso Area**

* Shockwave when pushing object on scale

**Arm Area**

* Lots of floating dust/dirt
* Show designated area where piece belongs

**Abilities**

* Hook shot particles
* Glow around body parts

**Character Assets (3D)**

* Head
* Torso
* Legs
* Arms

**Character Animations (3D)**

* Running
* Idle (If Time)
* Breathing
* Launching

**Music**

* Title Theme (+ potential remix for final part)
* Leg Area Theme
* Torso Area Theme
* Arm Area Theme

**SFX**

* Fire Sounds
* Pushing objects
* Falling objects
* “Glow” when screen goes white
* Breathing
* Wind
* Hook shot hit sound
* Memory sounds

**Mechanics to code**

**Basic Abilities**

* Walking/Rolling
* Camera

**Special Abilities**

* Wall Run
* Breathing
* Hook Shot

**UI**

* Main Menu
* Pause Menu
* Saving/Loading

**Environment**

* Memories appearing/disappearing
* Events (e.g. falling cigarette)