**Physical Assets (3D)**

**Overall/General**

* Rocks (Ideally combinable)
* Pillars (Should be usable 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

**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)**

**Leg Area**

* Forest
* Hut
* Cigarette
* Fire
* Running legs
* Newspaper article (blurry when you approach it, no readable text)

**Torso Area**

* Startup office
* Awards
* Promotion
* Suits
* Final office
* Football (2 frame decay animation)
* Note (2 frame decay animation)
* Color palette (2 frame decay animation)

**Arm Area**

* Party hat
* Silhouettes of different people
* Huge gift (2 frame with unwrapping)
* Statue and MC (shocked expression)
* Pushing the Statue
* Fragmented statue
* Silhouettes leaving

**Other (VFX)**

**Hub**

* Warm/Calm lighting
* Light floating dust

**Leg Area**

* Fire/Flame Wall
* Smoke
* Fire sparks

**Torso Area**

* Shockwave when objects hit scale

**Arm Area**

* Lots of floating dust/dirt

**Character Assets (3D)**

* Head
* Torso
* Legs
* Arms

**Character Animations (3D)**

* Running
* Idle
* Breathing
* Launching

**Soundtrack**

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

**SFX**

* Fire Sounds
* Breathing
* Wind
* Objects being pushed
* Light sound (“Glow”)
* Objects falling