Assetlist

Top Down action RPG

Document version 0.1

Art

Information

Please check our Google Calendar to have a better view of the deadlines.
All points with this color are art related deadlines.
Open calendar (http://bit.ly/rpg-calendar)

Characters

What	Who	When	Status
Character with spritesheet(animation)	John (Artist)	28-02-2019	Planned
2-3 kind of enemies with spritesheet (animation)	John (Artist)	11-03-2019	Planned
Boss with spritesheet(Animation)	John (Artist)	15-03-2019	Planned

Environment

What	Who	When	Status
Grass tiles	John (Artist)	27-02-2019	Planned
2-3 kind of trees with and without entrance	John (Artist)	04-03-2019	Planned
Tiles for house buildings minimum 2 variants	John (Artist)	05-03-2019	Planned
Tiles for school building	John (Artist)	05-03-2019	Planned
Treasure chest	John (Artist)	06-03-2019	Planned

Indoor

What	Who	When	Status
Floors	John (Artist)	19-03-2019	Planned
Walls	John (Artist)	19-03-2019	Planned
Obstacle Rock	John (Artist)	20-03-2019	Planned
Spike trap with spikes out and in	John (Artist)	20-03-2019	Planned
Closed and open door	John (Artist)	20-03-2019	Planned

Items

What	Who	When	Status
Coin	John (Artist)	12-03-2019	Planned
Sword	John (Artist)	12-03-2019	Planned
Bullets	John (Artist)	12-03-2019	Planned
Health pickup	John (Artist)	12-03-2019	Planned

UI

What	Who	When	Status
Buttons	John (Artist)	13-03-2019	Planned
Health bar	John (Artist)	13-03-2019	Planned
mini icons for: weapon, coin, powerups)	John (Artist)	13-03-2019	Planned
Panels (Overlay for background)	John (Artist)	13-03-2019	Planned
Main menu background	John (Artist)	25-03-2019	Planned

Sound

Information

Please check our Google Calendar to have a better view of the deadlines.
All points with this color are sound related deadlines.
Open calendar (http://bit.ly/rpg-calendar)

Music

What	Who	When	Status
Main menu background music	Do (Sound engineer)	04-03-2019	Planned
Overworld background music	Do (Sound engineer)	07-03-2019	Planned
Level/Battle background music	Do (Sound engineer)	13-03-2019	Planned
Boss battle background music	Do (Sound engineer)	15-03-2-19	Planned
Credits background music	Do (Sound engineer)	25-03-2019	Planned

Effects

What	Who	When	Status
Coin pickup sound	Do (Sound engineer)	18-02-2019	Planned
Buy item sound	Do (Sound engineer)	18-02-2019	Planned
Attack sounds for player	Do (Sound engineer)	11-03-2019	Planned
Player got hit sound	Do (Sound engineer)	11-03-2019	Planned
Player died sound	Do (Sound engineer)	11-03-2019	Planned
Attack sound for enemy	Do (Sound engineer)	18-03-2019	Planned
Enemy got hit sound	Do (Sound engineer)	18-03-2019	Planned
Enemy died sound	Do (Sound engineer)	18-03-2019	Planned
Victory sound	Do (Sound engineer)	21-03-2019	Planned

UI

What	Who	When	Status
Button hover sound	Do (Sound engineer)	04-03-2019	Planned
Button click sound	Do (Sound engineer)	04-03-2019	Planned