

Assetlist

Top Down action RPG

Document version 0.1

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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) (<http://bit.ly/rpg-calendar>)

Characters

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

Environment

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

Indoor

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

Items

| What | Who | When | Status |
|---------------|---------------|------------|----------|
| Coin | John (Artist) | 12-03-2019 | Finished |
| Sword | John (Artist) | 12-03-2019 | Scrapped |
| Bullets | John (Artist) | 12-03-2019 | Finished |
| Health potion | John (Artist) | 12-03-2019 | Finished |

UI

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

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) (<http://bit.ly/rpg-calendar>)

Music

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

Effects

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

UI

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