# Asset list for the game When Robots Bleed

The list of assets needed to create the vertical slice of the game.

Important deadline

10/20/2023: Midterm

5/3/2023: Finals

Designer- Joseph Pak

Designer - Emanuel

Artist - Wyatt

Sound design - Marcus Queiro

Programmer - Raphael Brown

Asset list

* Resource room (restore resource one time and resets after a save)

## Player character

Artist - Wyatt

* Player art
  + Character profile
* Player animation
  + Walking
  + Jumping
  + Idle
  + Shooting
  + Dash
  + Abilities
* Player Metter resource – UI

## Enemies

2 Type of enemy

Artist - Wyatt

* Concept art
* Enemy death explosion animation
* Animation (one basic enemy)

Programmer - Raphael Brown

* Enemy AI
  + Walk
  + Shoot player.
  + Attack player – melee
  + Spawner (when player leaves room)
  + HP

## Level

* 5 big area

Designer- Joseph Pak

Mini Map layout

* Area 1 -- done.
* Area 2 – in progress
* Area 3 – in progress
* Area 4 – in progress
* Area 5 – in progress

Level layout of each area

* Area 1 – done.
* Area 2 – in progress
* Area 3 – in progress
* Area 4 – in progress
* Area 5 – in progress

Designer- Joseph Pak

Level assets (platforms and hazards)

* Tile Mapping -- done.
* Platform still – done.
* One-way Platforms – done.
* Platform moving.

Programmer - Raphael Brown

* Door with a lock and a key
* Crates (breakable tiles that can be destroyed but respawn when player leave room)
* Lava – on floor and on walls (are like spikes)
* Magnetic hooks (use magnetic grab to latch on)
* Magnetic box (use magnetic grab to pick up)
* Vines
* Spikes (damage player and push them back)
* Crushers (fall on player and hurt them a lot)
* Saw (likes spikes but move)
* Door that must have 4 keys to unlock.
* The elevator used the said 4 keys to move between each area.
  + (Example having area 1 key unlock area 2-3, having 2-3 area key to unlock area 4)

Designer - Emanuel

* Artwork for the tiles/platforms
* 2 Enemy design
  + Basic enemy
  + Hunter enemy

## UI and menus

Designer – Emanuel

Artist - Wyatt

* Health of player
* Energy resource
* Current weapons
* Start menu.
* Pause menu.
* Settings
* map/ mini map
* Inventory (to see what you have in abilities and upgrades)
* Skill tree

## Audio & music

Sound design - Marcus Queiro or others

* Music:
  + Menu screen theme - done.
  + Different BGM for each level/area
    - Area1 - done.
    - Area2
    - Area3
    - Area4
    - Area5
  + Chase theme - done.
  + Credits theme

Sound design - Marcus Queiro

* SFX:
  + Player footsteps for different areas - done.
  + Player weapons sounds (melee, shooting)
  + UI interaction
  + Robot sounds for varying robot designs.
  + Death sounds (player and enemies)
  + Certain objects in an area (for example a machine buzzing in the background)
  + Lava sound
  + Sound of door open
  + Lock and key sound
  + Switch sound
  + Magnetic sound
  + Vine grip sound

## Programming

Designer- Joseph Pak

Programmer - Raphael Brown

* Player Controls - Programming
  + Basic left and right movement - done.
  + Jumping - done.
  + Shooting - done.
  + Melee attack - done.

Programmer - Raphael Brown

* Players Abilities
  + Dash - done.
  + Water Pump shoot
  + Water pump jump
  + Magnetic grab box
  + Magnetic grab shoot
  + Claw wall climb.
* Character controls
  + Walk - done.
  + Jump - done.
  + Dash - done.
  + Water pump button
  + Magnetic grab button
* Combat
  + Melee attack - done.
  + At least 1 ranged attack - done.
* Enemy AI/Mechanics
  + 1/2 Normal enemies
* Resources
  + Permanent upgrade (hp+ or ep+)
* Energy resource (use for combat)
* Water resource (used for pump)
* Saving System
  + Save rooms that will track progress and what the player has.
  + Check point system. (For falling into pits and lava)
* Resource room (restore resource like hp and ammo)
* Settings
  + Music / Sound levels
  + Resolution settings
  + Pasue button
  + Controls setting (optional)
* Button Fix (H)
* Quit button is Not working (H)