# Asset list for the game When Robots Bleed

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

Important deadline

3/22/2023: Midterm

5/3/202: Finals

Prototype Plan

Asset list

* Checkpoint and saving
* Save rooms (does not restore resources)
* Resource room (restore resource one time and resets after a save)

Player character

* Player art
  + Character profile
* Player animation
  + Walking
  + Jumping
  + Idle
  + Shooting
  + Dash
* Player Metter resource -
* Player Controls - Programming
  + Basic left and right movement
  + Jumping
  + A dash
* Level and exp mechanic -

Enemies

1-2 Type of enemy

* Concept art
* Animation
* Enemy AI

1 major boss

* Concept art
* Animation
* Attack pattern

Boss Is Being scraped

Level

* 1 big area
* tile mapping
* Platforms
* Background art
* Artwork for the tiles/platforms
* Door with a lock and a key

UI and menus

* 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 (Simi)

* Music:
  + Menu screen theme
  + Different BGM for each level/area
  + Combat themes
  + Boss themes
  + Credits theme
* SFX:
  + Player footsteps for different areas
  + Player weapons sounds (melee, shooting)
  + UI interaction
  + Robot sounds for varying robot designs
  + Boss-specific sounds (grunts/roars, attacks, death)
  + Death sounds (player and enemies)
  + Certain objects in an area (for example a machine buzzing in the background)

Programming

* Character controls
  + Walk
  + Jump
  + Dash
* Combat
  + Melee attack
  + At least 1 ranged attack
* Enemy AI/Mechanics
  + 1/2 Normal enemies
  + 1 Major Boss
* Level & EXP System
* Saving System
* Settings
  + Music / Sound levels