Asset Lists

1 = high importance, 2 = medium importance, 3 = low importance.

Code

1 – Movement

1 – Collection

1 – Jump

2 – Using Ladders

2 – Dialog System

1 – Push/Pull

1 – Game Controller

2 – NPC AI

2 – Antagonist AI

2 – Menu/Win screen.

Art Assets

2 – Mood boards (environment, NPCs, Antagonist, Main Character)

1 – Concept designs (as above).

2 – Sprite sheets for Main Character (walk, jump, climb, die).

2 – Sprite sheets for Antagonist (walk, attack, die).

3 – Sprite sheets for NPC (walk, talk)

1 – Level design

1 – Backgrounds

2 – Items (books/book pages).

1– narrative design.

1- Dialog tree

2 – UI design