Asset Lists

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

Code

1 – Movement

1 – Collection

1 – Combining items

1 – Inventory

1 – Dialog System

2 – Win condition

1 – QTE mini game template

1 – complete the picture mini-game template.

2 – Menu/Win screen.

Art Assets

2 – Mood boards (environment, major NPCs, minor NPCs, witch)

1 – Concept designs (as above).

1 – Level design

1 – Character Designs. (major NPCs, minor NPCs, Witch, Children, Protagonist).

1 – Backgrounds

2 – Items (journal pieces, picture pieces, puzzle items, narrative items).

1– narrative design.

1- Dialogtree

2 – UI design

3 – Animations for NPCs/Protagonist