# Thomas Simmons Resubmission Asset List

## Artwork:

* Iterate the Samurai Spider animation design (2 hours)
* Create the Ninja Rabbit jumping animation (2 hours)
* Iterate the tile-set used for the environment (2 hours
* Replace the button designs for the menu screens (3 hours)
* Create a background for the menu screens and the game (3 hours)
* Iterate and replace platforms used within the game (2 hours)
* Create simple pick-up Icons such as extra health and time (1 hour)
* All times include adding to the game build

## Code:

* Add a time limit system to the game to challenge the player (3 hours)
* Add a life limit system to correspond with the checkpoint system (3 hours)
* Create a visible HUD for the player showing the time, health on the top and a pause & play button at the bottom. (3 hours)

Total Time = 24 hours