# Thomas Simmons Resubmission Asset List

## Artwork:

* Iterate the current level design by using all the new assets and mechanics created from previous given tasks (4 hours)
* Iterate the environment used in game for example houses and huts (2 hours) **(done)**
* Replace the button designs for the menu screens (3 hours) **(done)**
* Create a background for the menu screens and the game (3 hours) **(done)**
* Iterate and replace platforms & tile-set used within the game (2 hours) **(done)**
* Create simple pick-up Icons such as extra health and time (1 hour) **(done)**
* All times include adding to the game build

## Code:

* Add a time limit and score system to the game to challenge the player (2 hours) **(done 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 & menu button at the bottom. (3 hours) **(done)**
* Create all required Menus so the player knows how to play the game and what the objective is. (2 hours) **(Done)**

Instructions

Total Time = 24 hours