Asset List

Meeting minutes   
Designing Presentations   
Aztec temple level design documents  
UI concepts and designs :  
- Menu UI   
- Light depletion   
Using 3D Tileset to create the levels ( constructing in 3DS max)  
Creating learn practise master loops   
Playtesting and playtesting evaluations   
Aztec forest level -> designed / constructed in unity   
Visual and audio feedback research   
Reward schedules and progression  
Adding props and foliage to the final unity level   
  
  
3D Props ->   
- Mirror prop   
- Hospital bed   
-Hospital table  
-Barrel   
- Jungle leaves   
- 3x Urns   
- wooden chair   
- wooden stool   
- wooden shelves   
- Aztec box