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| **Name** | **Type** | **In the final game?** |
| Initial Prototype | Unreal Project | No |
| Cannon Blueprint | Prototype Asset | Iterated version |
| Target Blueprint | Prototype Asset | No |
| Level development grid | Prototype Asset | No |
| Initial target behaviour | Blueprint | No |
| Animated Cannon | Prototype Asset | No |
| Grid level designer | Dev tool | No |
| Bounce Block | Blueprint | No |
| Duplication Block | Blueprint | No |
| Slow Block | Blueprint | No |
| Adjusted UI fitting | Level/UI | Yes |
| Base development level | Level | Dev use yes |
| JoeLevel1 | Level | Yes |
| JoeLevel2 | Level | Yes |
| JoeLevel3 | Level | Yes |
| Level2 | Level | No |
| Level3 | Level | Yes |
| Level4 | Level | Yes |
| Level5 | Level | Yes |
| DLC\_Bullet\_1 | Material | In files, not used |
| DLC\_Bullet\_2 | Material | In files, not used |
| DLC\_Bullet\_3 | Material | In files, not used |
| DLC\_Bullet\_4 | Material | In files, not used |
| DLC\_Bullet\_5 | Material | In files, not used |
| DLC\_Bullet\_6 | Material | In files, not used |
| DLC\_Trail\_1 | Material | In files, not used |
| DLC\_Trail\_2 | Material | In files, not used |
| DLC\_Trail\_3 | Material | In files, not used |
| DLC\_Trail\_4 | Material | In files, not used |
| DLC\_Trail\_5 | Material | In files, not used |
| DLC\_Trail\_6 | Material | In files, not used |

* Sprites are not listed, as they were just made directly from the textures.
* Instances of Materials and Tile Blueprints have been left out for the sake of brevity