**Assets produced - Ben Carter**

* PuzzleBlockGrid Blueprint
  + Creation of grid for tiles
  + Initial spawning of tiles
* PuzzleBlock’s OnClick event’s
  + Includes all array work within the blueprints (actor array, location array, tag array)
  + Checks for distance of y and x values
  + Checks for location of last tile
* All PuzzleBlock functions
  + Adding current tile location, actor and tag to arrray’s
  + Comparisons for x and y axis values to previous tile selected
* Animation control for tiles (Tile pop – check for destroyed)
  + Flipbooks
* Sprite deselection for tiles (sprite from selected to deselected – switch on name)
* Wizard animations (Enum’s and switch on string and switch on enum)
  + flipbooks
* BP\_Hud all functions except countdown timer
  + Random respawn for tiles
  + Getting player hp’s
  + Damaging player
  + Animation states for wizard
  + Player turns
  + Tile Boolean handle
* BP\_Hud event graph blueprint
  + Checks for combo length being larger than 1
  + ForEach loop to count the combo length and respawn tiles
  + Switching player turns
  + Clearing of all arrays
  + Player HP bars
  + Which players turn text
* Healing tile functionality (Helped Victor start with this)
* Camera shake on large combos
* GameInstance BP
* ClearBoard power up for clearing all tiles and respawning them
* End game screen all blueprints related to it
  + Restart button
  + Quit button
  + Player won text handle
* Player death checks (if player hp <= 0)
* All sounds implemented