**Assets Produced – Victor Sicoe**

* **Levels**
  + Produced the different maps required to have a functional start and end game screen
* **PuzzleBlocks**
  + Deselection of tiles when players select the wrong combo
  + Setting blocks to their corresponding sprites when clicked
  + Helped in coding the Healing Tiles
  + Tweaked the damage and healing values of the tiles so they better fit with the pace of the game
* **PuzzleBlockGrid**
  + Created the timer which switches the rounds between the two players (not implemented)
* **BP\_HUD**
  + Created the clickable End Turn button
  + Modified the player HP bars
* **MainMenu**
  + Created the Start Game, How to Play and Quit Game buttons
  + Created and added several images and different screens to the How to Play button