|  |  |
| --- | --- |
| **PRODUCED ASSETS** | |
| **STUDENT NAME** | Dawid Hojka |
| **PROJECT NAME** | Super Sushi Showdown |
| Assets that are found in-game:   * Chef characters sprites   + 4 blue chef sprites (2 for a walking animation and 2 for a cleaning animation)   + 4 red chef sprites (2 for a walking animation and 2 for a cleaning animation) * Customer characters sprites   + 5 various customer sprites are used * Chef feedback icons   + 2 red icons (one for correct hit, and one for incorrect)   + 2 blue icons (one for correct hit, and one for incorrect) * Main floor and kitchen floor textures * 3 various sushi nodes * An activator node * 4 blue sushi bar assets * 4 red sushi bar assets   Assets that are **not** found in-game:   * Chef characters sprites   + 6 blue chef sprites (2 for an idle animation, 2 for a washing animation and 2 for a cooking animation)   + 6 red chef sprites (2 for an idle animation, 2 for a washing animation and 2 for a cooking animation) * Customer characters sprites   + 4 sprites per customer (16 customers in total, though 5 sprites used)     - 2 sprites for an idle animation     - 2 sprites for a walking animation * Chef feedback icons   + 5 red icons   + 5 blue icons * 1 blue sushi bar asset (kitchen table) * 1 red sushi bar asset (kitchen table) | |