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| **PRODUCED ASSETS** | |
| **STUDENT NAME** | Sam McMillan |
| **PROJECT NAME** | Super Sushi Showdown |
| Assets that are found in-game:   * Bar Counter Artwork (Iterated on by Dawid Hojka) * 1 Title Screen Background * Menu Buttons * Play button * How to play button * Home button * Close button * Title screen elements * Game title art * Title screen background * How to play popup * Player 1/Player 2 Wins frame   Assets that are **not** found in-game:   * Alternate menu buttons * Return to menu button * Restart button * Replay button * Alternate winners frames (2 iterations) * Prototype background art * 2 Iterations of the current sushi bar layout * 4 Concept arts for initial game idea | |