Naming Convention- Underscores separating words, to distinguish these from our in-game variables which are camel casing. We are using a .png file format for uniformity and because JMonkey handles .png best.

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| **File Name** | **Description** |
| Rust.png | Orangish rust |
| City\_destroyed.png | Background |
| Cracked\_Concrete.png | Concrete block with crack running through center |
| War\_destroyed\_city.png | Background |
| Destroyed\_city\_2.png | Background |
| Fiery\_Lava.png | Red/Black Lava texture |
| Gery\_alluminum.png | Metallic texture |
| Jet\_pack.png | Jet pack |
| City\_ruins.png | Background |
| Metal\_Floor.png | Metal Grate |
| Running\_man.png | Silouette of man in running motion |
| Armor\_bar.png | Blue column that gets stacked to form armor bar |
| Health\_bar.png | Red column that gets stacked to form health bar |
| Energy\_bar.png | Yellow column that gets stacked to form energy bar |
| Juggernaut.png | Main title background screen |
| Controls.png | Control background screen |
| Guide.png | Guide background screen |
| Options.png | Options background screen |
| Cannon.png | Side view of cannon weapon for inventory slot |
| Pistol.png | Side view of Pistol weapon for inventory slot |
| MiniGun.png | Side view of MiniGun weapon for inventory slot |
| Hud\_Background.png | Image to be placed in the background of the HUD elements |
| Key.png | A key to show that you have collected a key |
| Health\_Pickup.png | Looks like a medical kit |
| Ammo\_Pickup.png | A picture of bullets |
| Character\_portrait.png | Picture of character head to be placed in the hud |