Screen / Scene / Level Name: Splash screen
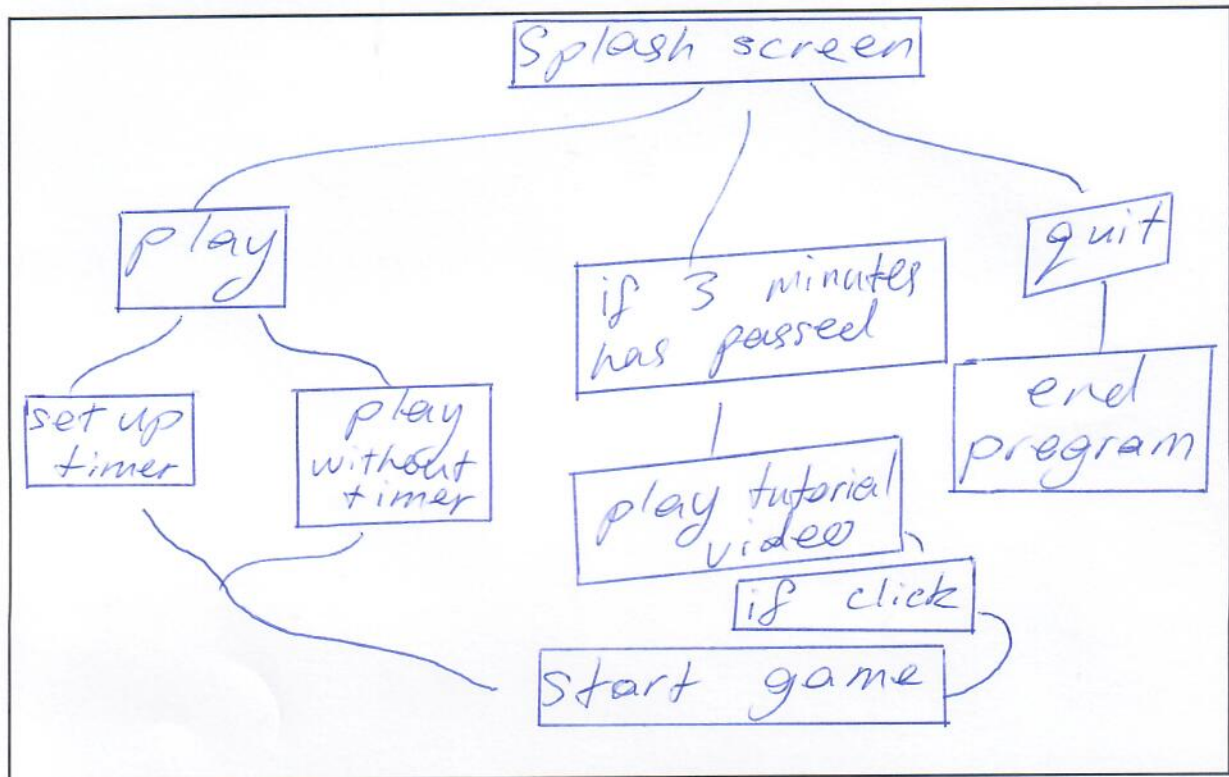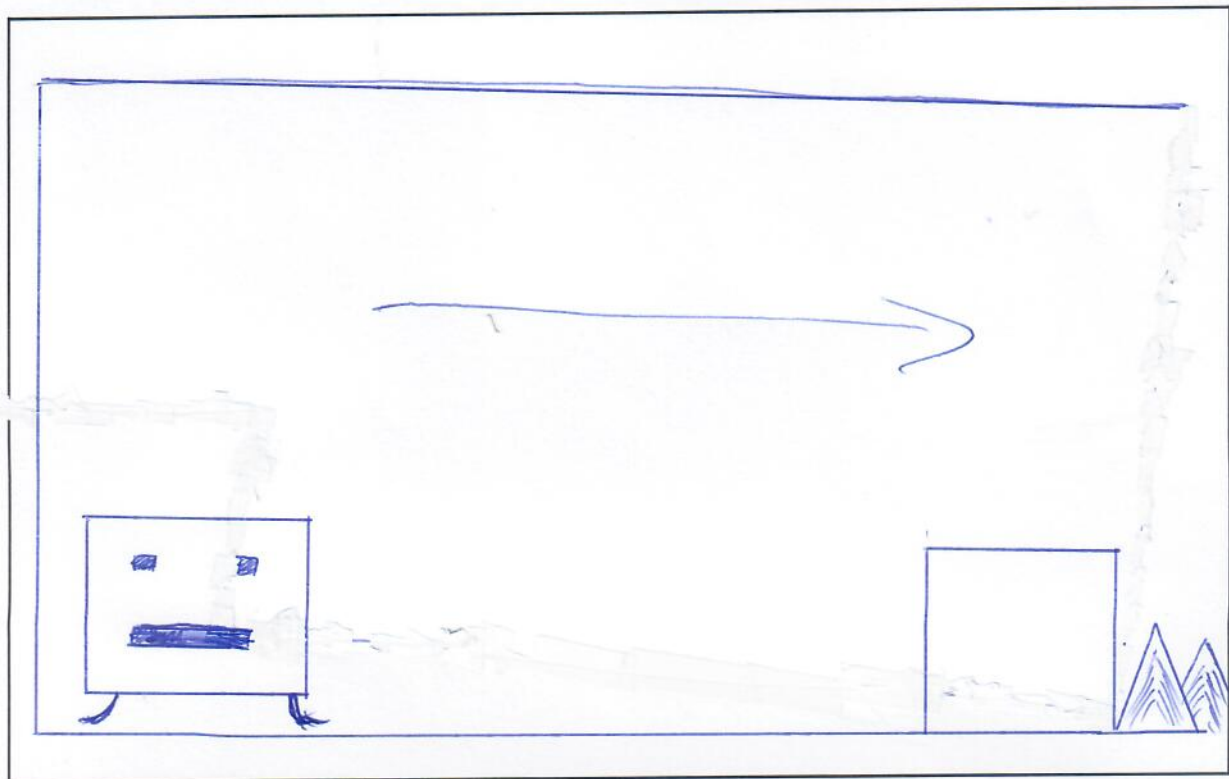

Inventory of everything you will need to construct this scene:

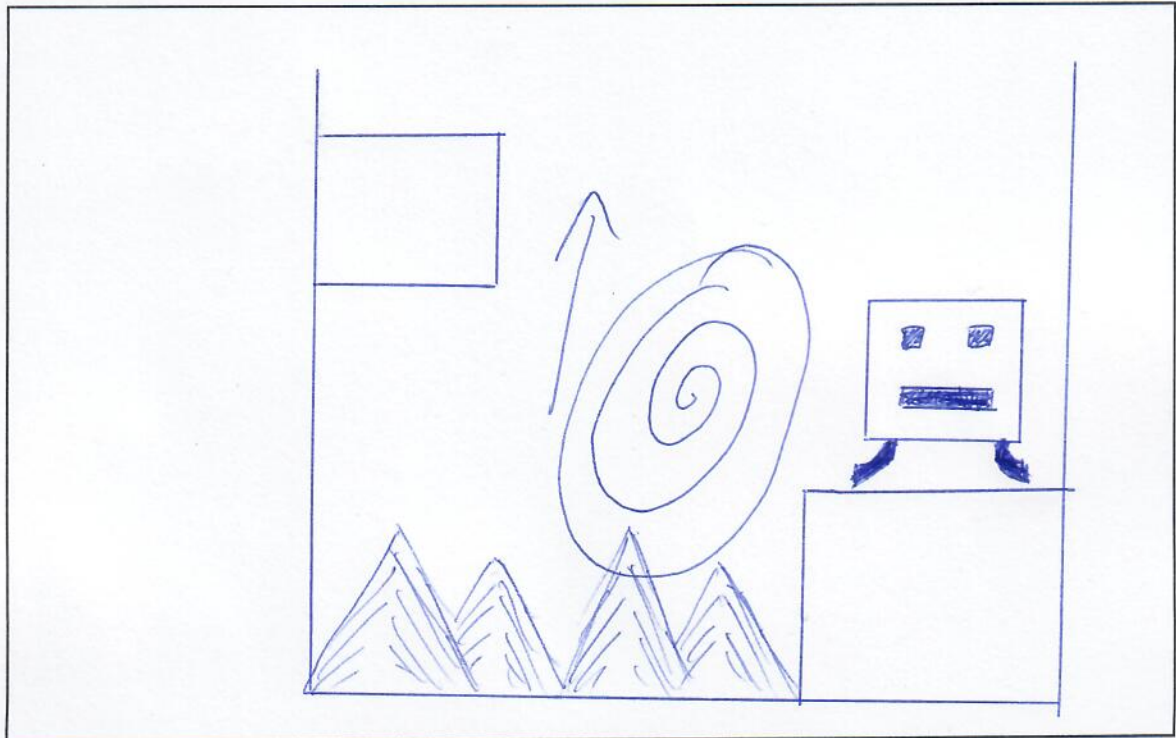| Assets	Code (Events & Actions)	Animations
Background image	Play btn (script) – start game	play video after 3 mins
Play button	Quit btn (script) – end program	
Quit button	Tutorial (script) Video – play video	
Title text		
Tutorial Video		

Screen / Scene / Level Name: Start – checkpoint 1

Inventory of everything you will need to construct this scene:

Assets	Code (Events & Actions)	Animations
background image character ground blocks spikes portal	ground blocks (settings) character movement (script) spikes (script) portal (script	player movement

Screen / Scene / Level Name: Checkpoint 1 - Checkpoint 2

Inventory of everything you will need to construct this scene:

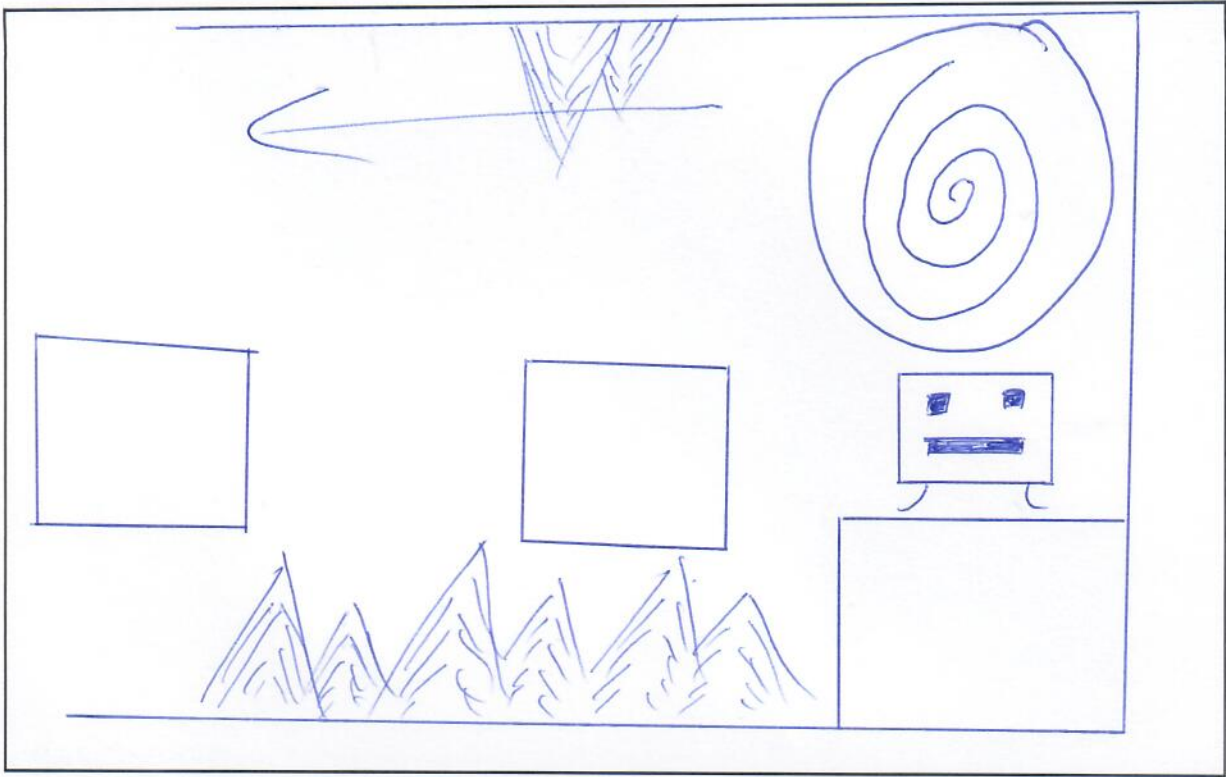| Assets	Code (Events & Actions)	Animations
background image character ground blocks spikes portal	ground blocks (settings) character movement (script) spikes (script) portal (script)	player movement

Screen / Scene / Level Name: Checkpoint 2 - Checkpoint 3

Inventory of everything you will need to construct this scene:

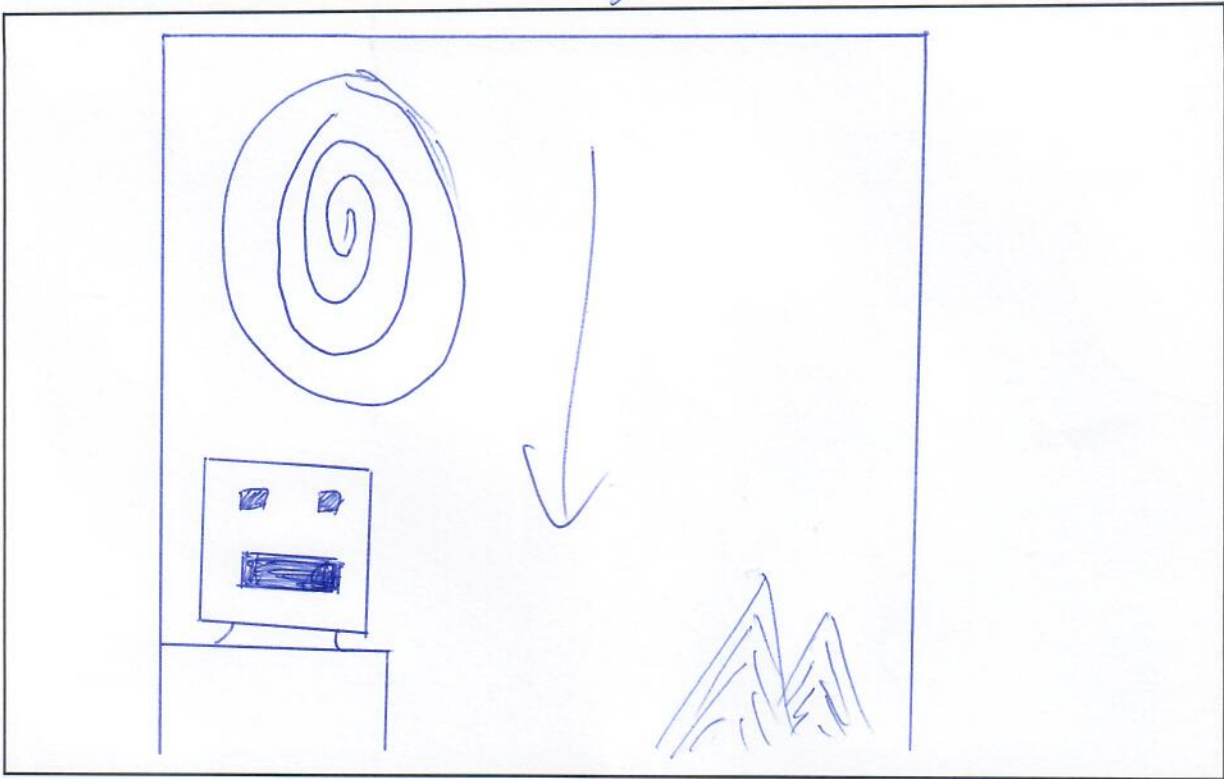| Assets	Code (Events & Actions)	Animations
background image character ground blocks spikes portal	ground blocks (settings) character movement (script) spikes (script) portal (script)	player movement

Screen / Scene / Level Name: Checkpoint 3 — finish

Inventory of everything you will need to construct this scene:

Assets	Code (Events & Actions)	Animations
background image character ground blocks spikes portal	ground blocks (settings) character movement (script) spikes (script) portal (script)	player movement