**Level 1:**

**Environment (under Props design and Tile folder):**

-Bounding wall props

Wall Hori rusted

Wall Hori rusted 2

Wall Vet rusted

Wall End rusted

Wall connector 90 degree rusted

Wall connector 45 degree rusted

-Props (obstacles) within the level:

Sphere building

Slope1

Slope 2

Create rusted

Circular platform rusted

Circular battery platform rusted neonlight

Circular building rusted

Building 1 rusted neon

Building 2 rusted 400

Building 2 rusted 401

Building 2 rusted 402

Building 2 rusted 403

Building 3 rusted

Building 4 rusted

Battery rusted

-Props can be animated:

Torch

Torch light \*\* can flicker in the engine if possible

-Props for environment texture:

Wall light glow \*\* can flicker in the engine if possible

Light glow \*\* can flicker in the engine if possible

Stain 5 concrete

Stain 4 soil

Stain 3

Stain 2

Stain 1

Root 3

Root 2

Root 1

Moss 3

Moss 2

Moss 1

Grass patch mid

Grass patch blur

Grass patch big

Grass 2 blur

Grass 1 blur

Dried leave

Crack 3

Crack 2

Crack 1

Circle shadow \*\*for areas need shadow so that props dont look so flat

-Tile where character move above the ground:

snowy texture

Scifi tile

**Environment Animation(Environment Animation folder):**

Spark sprite withEmptyFrame \*\*\*\* for short circuit buildings

Smoke trail sprite small \*\*\*\* for buildings with emissive vents

**Character (Character animation folder):**

Character BodyFloat sprite

Electric Body Sprite

Character muzzle attack sprite

Electric Muzzle Sprite

Character\_death\_sprite

Shield\_Body\_Character\_sprite

Shield\_break\_sprite

**Turret (Character animation folder):**

Turret transform sprite

Turret leg sprite

Turret body sprite

**Enemies (Enemy(AI) and Enemies Spawner folder):**

Enemies concept

Enemies1\_sprite

Exploding\_enemy\_1\_sprite

Enemies Charging

Charging\_enemies2\_sprite

Exploding\_enemy\_2\_sprite

Spawner Platform unlit

Spawner Platform lit

Spawner claw

**Power Effects and power ups (Power effect folder):**

Rocket lit

Rocket Icon glow

Health power up glow

Red Plasma circle

Green Plasma circle

Blue Plasma circle

Normal impact blue plasma 24 FPS sprite \*\*\*\* for normal blue plasma bullet

Explosion blue plasma 24 FPS sprite \*\*\*\* for rocket

**UI (UI folder):**

HP and Progress bar

Starting Screen blur 5\_1080

Instruction menu

Pause menu

Victory screen\_1080

Defeat screen\_1080

**Level 2(Pending):**