**Current Art Assets**

Characters:

* player hovercraft
* enemies
  + Kamakazi
  + Artillery
  + Tank
  + Flyer
  + Boss 1

Environment:

* rocks: 01 - 09
* mountains: 2
* plateaus: 1
* Trees: 15
  + Tall
  + Short
  + Normal
* Bushes: 9
* Crystals: 3
  + Round: 1
  + Flat: 1
  + Skinny: 1
* Planets:
  + PlanetAlpha\_v3 ----- Desert Theme

Other:

* HUD elements
* Pickups/Projectiles
  + Power-ups
    - x2 Score
  + Weapons
    - Rocket Pickup/Rocket
    - Mine Pickup/ Mine
    - Laser beam Pickup

**Assets Needed**

* Concept Art ------- Everyone have a go, bring in all the ideas we can.
  + Future Planets
  + Enemy drafts
* Storyboard
* Additional Particle Effects
* Textures

***Notes:***

* Maya files should be backed up on the Drive as well as GitHub and your personal machines, corruptions happen.
* When finished modeling:
  + Freeze Transformations
  + Center Pivot
  + Triangulate geometry
  + Mesh Display >> Harden Edges
  + Use Maya2016’s Game Exporter
    - File type: .fbx
  + Open .fbx in your Unity scene
    - make a prefab for it.
  + Files should be placed in their respective folder
    - ex. NormalTree\_DarkGreen.fbx goes in Assets/Environment/Trees