**UNI Game Media Requirements**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | use | Type | | Created/Sourced |
| Player Graphics | | | | |
| Player Graphic | To represent the player | **Player\_Jelblolb\_DefaultSizeBody\_1.png**  **Player\_Jelblolb\_DefaultSizeBody\_2.png**  **Player\_Jelblolb\_DefaultSizeBody\_3.png**  **Player\_Jelblolb\_DefaultSizeBody\_4.png**  **Player\_Jelblolb\_DefaultSizeBody\_5.png**  **Player\_Jelblolb\_DefaultSizeBody\_6.png**  **Player\_Jelblolb\_DefaultSizeBody\_7.png**  **Player\_Jelblolb\_DefaultSizeBody\_8.png**  **Player\_Jelblolb\_MediumSizeBody\_9.png**  **Player\_Jelblolb\_MediumSizeBody\_10.png**  **Player\_Jelblolb\_MediumSizeBody\_11.png**  **Player\_Jelblolb\_MediumSizeBody\_12.png**  **Player\_Jelblolb\_MediumSizeBody\_13.png**  **Player\_Jelblolb\_MediumSizeBody\_14.png**  **Player\_Jelblolb\_MediumSizeBody\_15.png**  **Player\_Jelblolb\_MediumSizeBody\_16.png**  **Player\_Jelblolb\_SmallSizeBody\_17.png**  **Player\_Jelblolb\_SmallSizeBody\_18.png**  **Player\_Jelblolb\_SmallSizeBody\_19.png**  **Player\_Jelblolb\_SmallSizeBody\_20.png**  **Player\_Jelblolb\_SmallSizeBody\_21.png**  **Player\_Jelblolb\_SmallSizeBody\_22.png**  **Player\_Jelblolb\_SmallSizeBody\_23.png**  **Player\_Jelblolb\_SmallSizeBody\_24.png**  **Player\_Jelblolb\_IdleEyes\_25.png**  **Player\_Jelblolb\_IdleEyes\_26.png**  **Player\_Jelblolb\_IdleEyes\_27.png**  **Player\_Jelblolb\_IdleEyes\_28.png**  **Player\_Jelblolb\_IdleEyes\_29.png**  **Player\_Jelblolb\_IdleEyes\_30.png**  **Player\_Jelblolb\_MovingEyes\_31.png**  **Player\_Jelblolb\_LookingUpEyes\_32.png**  **Player\_Jelblolb\_LookingDownEyes\_33.png**  **Player\_Jelblolb\_Mouth\_34.png**  **Player\_Jelblolb\_Mouth\_35.png**  **Player\_Jelblolb\_Mouth\_36.png**  **Player\_Jelblolb\_Mouth\_37.png**  **Player\_Jelblolb-sheet.png** | | Created by Alistair Walker  (Aseprite) |
| Player projectile | To represent the slime the player throws at enemies |  | |  |
| Player Death Graphic | Graphic for players death |  | |  |
| Enemy Graphics | | | | |
| Stationary enemy Graphic | To represent stationary bot enemies | **Enemy\_Navigator1.png**  **Enemy\_Navigator2.png**  **Enemy\_Navigator3.png**  **Enemy\_Navigator4.png**  **Enemy\_Navigator5.png**  **Enemy\_Navigator6.png**  **Enemy\_Navigator7.png**  **Enemy\_Navigator8.png**  **Enemy\_Navigator9.png**  **Enemy\_Navigator10.png**  **Enemy\_Navigator11.png**  **Enemy\_Navigator12.png**  **Enemy\_Navigator13.png**  **Enemy\_Navigator14.png**  **Enemy\_Navigator15.png**  **Enemy\_Navigator16.png**  **Enemy\_Navigator-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Stationary bounce enemy graphic | To represent stationary bounce enemies | **Enemy\_NavigatorWithBounceHelm1.png**  **Enemy\_NavigatorWithBounceHelm2.png**  **Enemy\_NavigatorWithBounceHelm3.png**  **Enemy\_NavigatorWithBounceHelm4.png**  **Enemy\_NavigatorWithBounceHelm5.png**  **Enemy\_NavigatorWithBounceHelm6.png**  **Enemy\_NavigatorWithBounceHelm7.png**  **Enemy\_NavigatorWithBounceHelm8.png**  **Enemy\_NavigatorWithBounceHelm9.png**  **Enemy\_NavigatorWithBounceHelm10.png**  **Enemy\_NavigatorWithBounceHelm11.png**  **Enemy\_NavigatorWithBounceHelm12.png**  **Enemy\_NavigatorWithBounceHelm13.png**  **Enemy\_NavigatorWithBounceHelm14.png**  **Enemy\_NavigatorWithBounceHelm15.png**  **Enemy\_NavigatorWithBounceHelm16.png**  **Enemy\_NavigatorWithBounceHelm-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Moving enemy graphic | To represent moving enemies | **Enemy\_Enforcer\_WithGun1.png**  **Enemy\_Enforcer\_WithGun2.png**  **Enemy\_Enforcer\_WithGun3.png**  **Enemy\_Enforcer\_WithGun4.png**  **Enemy\_Enforcer\_WithGun5.png**  **Enemy\_Enforcer\_WithGun6.png**  **Enemy\_Enforcer\_WithGun7.png**  **Enemy\_Enforcer\_WithGun8.png**  **Enemy\_Enforcer\_WithGun9.png**  **Enemy\_Enforcer\_WithGun10.png**  **Enemy\_Enforcer\_NoGun1.png**  **Enemy\_Enforcer\_NoGun2.png**  **Enemy\_Enforcer\_NoGun3.png**  **Enemy\_Enforcer\_NoGun4.png**  **Enemy\_Enforcer\_NoGun5.png**  **Enemy\_Enforcer\_NoGun6.png**  **Enemy\_Enforcer\_NoGun7.png**  **Enemy\_Enforcer\_NoGun8.png**  **Enemy\_Enforcer\_NoGun9.png**  **Enemy\_Enforcer\_NoGun10.png**  **Enemy\_Enforcer\_Turret1.png**  **Enemy\_Enforcer\_Turret2.png**  **Enemy\_Enforcer\_Turret3.png**  **Enemy\_Enforcer\_Turret4.png**  **Enemy\_Enforcer\_Turret5.png**  **Enemy\_Enforcer\_Turret6.png**  **Enemy\_Enforcer\_Turret7.png**  **Enemy\_Enforcer\_Turret8.png**  **Enemy\_Enforcer\_Turret9.png**  **Enemy\_Enforcer\_Turret10.png**  **Enemy\_Enforcer\_Turret11.png**  **Enemy\_Enforcer\_Turret12.png**  **Enemy\_Enforcer\_Turret13.png**  **Enemy\_Enforcer-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Flying enemy Graphic | To represent Flying bot enemies | **Enemy\_Patroller1.png**  **Enemy\_Patroller2.png**  **Enemy\_Patroller3.png**  **Enemy\_Patroller4.png**  **Enemy\_Patroller-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Flying enemy Projectile | To represent flying enemy’s projectile |  | |  |
| Platform Graphics | | | | |
| Volcanic Platform solid (Above) | To represent the basic solid platform seen on the surface | **LavaLevelGroundBlock1\_Enlarged1.png**  **LavaLevelGroundBlock1\_Enlarged2.png**  **LavaLevelGroundBlock1\_Enlarged3.png**  **LavaLevelGroundBlock1\_Enlarged4.png**  **LavaLevelGroundBlock1\_Enlarged5.png**  **LavaLevelGroundBlock1\_Enlarged6.png**  **LavaLevelGroundBlock1\_Enlarged7.png**  **LavaLevelGroundBlock1\_Enlarged8.png**  **LavaLevelGroundBlock1\_Enlarged-sheet.png**  **LavaLevelGroundBlockEnd1\_Enlarged1.png**  **LavaLevelGroundBlockEnd1\_Enlarged2.png**  **LavaLevelGroundBlockEnd1\_Enlarged3.png**  **LavaLevelGroundBlockEnd1\_Enlarged4.png**  **LavaLevelGroundBlockEnd1\_Enlarged5.png**  **LavaLevelGroundBlockEnd1\_Enlarged6.png**  **LavaLevelGroundBlockEnd1\_Enlarged7.png**  **LavaLevelGroundBlockEnd1\_Enlarged8.png**  **LavaLevelGroundBlockEnd1\_Enlarged9.png**  **LavaLevelGroundBlockEnd1\_Enlarged10.png**  **LavaLevelGroundBlockEnd1\_Enlarged11.png**  **LavaLevelGroundBlockEnd1\_Enlarged12.png**  **LavaLevelGroundBlockEnd1\_Enlarged13.png**  **LavaLevelGroundBlockEnd1\_Enlarged14.png**  **LavaLevelGroundBlockEnd1\_Enlarged15.png**  **LavaLevelGroundBlockEnd1\_Enlarged16.png**  **LavaLevelGroundBlockEnd1\_Enlarged-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Volcanic Platform solid (below) | To represent the basic solid platform seen below the surface | **LavaLevelGroundBlock2\_Enlarged1.png**  **LavaLevelGroundBlock2\_Enlarged2.png**  **LavaLevelGroundBlock2\_Enlarged3.png**  **LavaLevelGroundBlock2\_Enlarged4.png**  **LavaLevelGroundBlock2\_Enlarged5.png**  **LavaLevelGroundBlock2\_Enlarged6.png**  **LavaLevelGroundBlock2\_Enlarged7.png**  **LavaLevelGroundBlock2\_Enlarged8.png**  **LavaLevelGroundBlock2\_Enlarged-sheet.png**  **LavaLevelGroundBlockEnd2\_Enlarged1.png**  **LavaLevelGroundBlockEnd2\_Enlarged2.png**  **LavaLevelGroundBlockEnd2\_Enlarged3.png**  **LavaLevelGroundBlockEnd2\_Enlarged4.png**  **LavaLevelGroundBlockEnd2\_Enlarged5.png**  **LavaLevelGroundBlockEnd2\_Enlarged6.png**  **LavaLevelGroundBlockEnd2\_Enlarged7.png**  **LavaLevelGroundBlockEnd2\_Enlarged8.png**  **LavaLevelGroundBlockEnd2\_Enlarged9.png**  **LavaLevelGroundBlockEnd2\_Enlarged10.png**  **LavaLevelGroundBlockEnd2\_Enlarged11.png**  **LavaLevelGroundBlockEnd2\_Enlarged12.png**  **LavaLevelGroundBlockEnd2\_Enlarged13.png**  **LavaLevelGroundBlockEnd2\_Enlarged14.png**  **LavaLevelGroundBlockEnd2\_Enlarged15.png**  **LavaLevelGroundBlockEnd2\_Enlarged16.png**  **LavaLevelGroundBlockEnd2\_Enlarged-sheet.png** | |  |
| Volcanic  Platform  floating | To represent the basic floating platform | **LavaLevelFlyingBlock1\_Enlarged1.png**  **LavaLevelFlyingBlock1\_Enlarged2.png**  **LavaLevelFlyingBlock1\_Enlarged3.png**  **LavaLevelFlyingBlock1\_Enlarged4.png**  **LavaLevelFlyingBlock1\_Enlarged5.png**  **LavaLevelFlyingBlock1\_Enlarged6.png**  **LavaLevelFlyingBlock1\_Enlarged7.png**  **LavaLevelFlyingBlock1\_Enlarged8.png**  **LavaLevelFlyingBlock1\_Enlarged-sheet.png** | | Created by Alistair Walker  (Aseprite) |
| Volcanic Platform crumble | To represent a crumbling platform | **LavaLevelUnstableGroundBlock\_Enlarged1.png**  **LavaLevelUnstableGroundBlock\_Enlarged2.png**  **LavaLevelUnstableGroundBlock\_Enlarged3.png**  **LavaLevelUnstableGroundBlock\_Enlarged4.png**  **LavaLevelUnstableGroundBlock\_Enlarged5.png**  **LavaLevelUnstableGroundBlock\_Enlarged6.png**  **LavaLevelUnstableGroundBlock\_Enlarged7.png**  **LavaLevelUnstableGroundBlock\_Enlarged8.png**  **LavaLevelUnstableGroundBlock\_Enlarged9.png**  **LavaLevelUnstableGroundBlock\_Enlarged10.png**  **LavaLevelUnstableGroundBlock\_Enlarged11.png**  **LavaLevelUnstableGroundBlock\_Enlarged12.png**  **LavaLevelUnstableGroundBlock\_Enlarged13.png**  **LavaLevelUnstableGroundBlock\_Enlarged14.png**  **LavaLevelUnstableGroundBlock\_Enlarged15.png**  **LavaLevelUnstableGroundBlock\_Enlarged16.png**  **LavaLevelUnstableGroundBlock\_Enlarged17.png**  **LavaLevelUnstableGroundBlock\_Enlarged18.png**  **LavaLevelUnstableGroundBlock\_Enlarged19.png**  **LavaLevelUnstableGroundBlock\_Enlarged20.png**  **LavaLevelUnstableGroundBlock\_Enlarged21.png**  **LavaLevelUnstableGroundBlock\_Enlarged-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Volcanic Platform slippery | To represent a slipper platform | **LavaLevelSlippyBlockEnd\_Enlarged1.png**  **LavaLevelSlippyBlockEnd\_Enlarged2.png**  **LavaLevelSlippyBlockEnd\_Enlarged-sheet.png**  **LavaLevelSlippyBlockMid\_Enlarged1.png**  **LavaLevelSlippyBlockMid\_Enlarged2.png**  **LavaLevelSlippyBlockMid\_Enlarged-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Volcanic Platform moving | To represent a moving platform | **LavaLevelMovingBlockEdge\_Enlarged1.png**  **LavaLevelMovingBlockEdge\_Enlarged2.png**  **LavaLevelMovingBlockEdge\_Enlarged3.png**  **LavaLevelMovingBlockEdge\_Enlarged4.png**  **LavaLevelMovingBlockEdge\_Enlarged5.png**  **LavaLevelMovingBlockEdge\_Enlarged6.png**  **LavaLevelMovingBlockEdge\_Enlarged7.png**  **LavaLevelMovingBlockEdge\_Enlarged8.png**  **LavaLevelMovingBlockEdge\_Enlarged9.png**  **LavaLevelMovingBlockEdge\_Enlarged10.png**  **LavaLevelMovingBlockEdge\_Enlarged11.png**  **LavaLevelMovingBlockEdge\_Enlarged12.png**  **LavaLevelMovingBlockEdge\_Enlarged-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Desert Platform solid | To represent the basic Desert solid platform |  | |  |
| Desert platform crumble | To represent a desert crumbling platform |  | |  |
| Desert platform slippery | To represent a desert slippery platform |  | |  |
| Desert platform moving | To represent a desert moving platform |  | |  |
| Tropical platform solid | To represent the basic Tropical solid platform |  | |  |
| Tropical platform crumble | To represent a tropical crumbling platform |  | |  |
| Tropical Platform slippery | To represent a tropical slippery platform |  | |  |
| Tropical platform moving | To represent a tropical moving platform |  | |  |
| Frozen platform solid | To represent the basic Frozen solid platform |  | |  |
| Frozen platform crumble | To represent a Frozen crumbling platform |  | |  |
| Frozen platform slippery | To represent a frozen slippery platform |  | |  |
| Frozen platform moving | To represent a frozen moving platform |  | |  |
| Island platform solid | To represent the basic Island solid platform |  | |  |
| Island platform crumble | To represent an island crumbling platform |  | |  |
| Island platform slippery | To represent an island slippery platform |  | |  |
| Island platform moving | To represent an island moving platform |  | |  |
| Subterranean platform solid | To represent the basic Subterranean solid platform | |  |  |
| Subterranean platform crumble | To represent a subterranean crumbling platform |  | |  |
| Subterranean platform slippery | To represent a subterranean slippery platform |  | |  |
| Subterranean platform moving | To represent a subterranean slippery platform |  | |  |
| Final platform solid | To represent the basic Final solid platform |  | |  |
| Final platform crumble | To represent a final crumbling platform |  | |  |
| Final platform slippery | To represent a final slippery platform |  | |  |
| Final platform moving | To represent a final moving platform |  | |  |
| Background graphics | | | | |
| Desert level background | Background displayed on desert level |  | |  |
| Volcanic level background | Background displayed on volcanic level | LavaLevelBackgroundAssetVolcano1  LavaLevelBackgroundAssetVolcano2  LavaLevelBackgroundAssetVolcano-sheet | | Created by Alistair Walker (Aseprite) |
| Tropical level background | Background displayed on Tropical level |  | |  |
| Frozen Level Background | Background displayed on frozen level |  | |  |
| Island level Background | Background displayed on island level |  | |  |
| Subterranean Level Background | Background displayed on subterranean level |  | |  |
| Final level Background | Background displayed on final level |  | |  |
| Environment Graphics | | | | |
| Desert level Death wall | Graphic to show desert level sandstorm |  | |  |
| Volcanic level death wall | Graphic to show volcanic level lava flow | **LavaLevelDeathWallMain1.png LavaLevelDeathWallMain2.png LavaLevelDeathWallMain3.png LavaLevelDeathWallMain-sheet.png**  **LavaLevelDeathWallBlock1.png**  **LavaLevelDeathWallBlock2.png**  **LavaLevelDeathWallBlock3.png**  **LavaLevelDeathWallBlock-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Tropical level death wall | Graphic to show Tropical Level Poison gas clouds |  | |  |
| Frozen level death wall | Graphic to show frozen level snowstorm |  | |  |
| Island level death wall | Graphic to show island level tsunami |  | |  |
| Subterranean death wall | Graphic to show subterranean level tunnel collapse |  | |  |
| Final level death wall | Graphic to show Final level Laser beam |  | |  |
| Desert level environment attack | Graphic to show desert level ……. Attack |  | |  |
| Volcanic level environment attack | Graphic to show volcanic level Lava bubble attack | **LavaLevelLavaGyser1.png**  **LavaLevelLavaGyser2.png**  **LavaLevelLavaGyser3.png**  **LavaLevelLavaGyser-sheet.png**  **LavaLevelLavaGyserBlock1.png**  **LavaLevelLavaGyserBlock2.png**  **LavaLevelLavaGyserBlock3.png**  **LavaLevelLavaGyser-sheet.png** | | Created by Alistair Walker (Aseprite) |
| Tropical level environment attack | Graphic for Tropical level animal attack |  | |  |
| Frozen level environment attacks | Graphic for frozen level ice spike attack |  | |  |
| Island level environment attack | Graphic for island level Fish attack |  | |  |
| Subterranean environment attack | Graphic for subterranean level mole attack |  | |  |
| Final level environment attack | Graphic for Final level electric attack |  | |  |
| **Audio Requirements** | | | | |
| Player Audio Requirements | | | | |
| Player death sound | Sound for when player dies | Player death.wav | | Created by Kenneth Melville (audacity) |
| Player Jump sound | Sound for when jumping | Player jump.wav | | Created by Kenneth Melville (audacity) |
| Player shooting sound | Sound for when the player shoots | Player shoot.wav | | Created by Kenneth Melville (audacity) |
| Player celebration sound | Sound for when player completes a level | Player celebration.wav | | Created by Kenneth Melville (audacity) |
| Enemy Audio Requirements | | | | |
| Enemy death sound | Sound for when an enemy’s Die | Enemy death .wav | | Created by Kenneth Melville (audacity) |
| Enemy shooting sound | Sound for when enemies shoot |  | |  |
| Platform Audio Requirements | | | | |
| platform destruction sound | Sound for when a platform is destroyed |  | |  |
| General Game Audio Requirements | | | | |
| Level 1 music | Music played in level 1 |  | |  |
| Level 2 music | Music played in level 2 |  | |  |
| Level 3 Music | Music played in level 3 |  | |  |
| Level 4 music | Music played in level 4 |  | |  |
| Level 5 music | Music played in level 5 |  | |  |
| Level 6 Music | Music played in level 6 |  | |  |
| Level 7 (final level) music | Music played on the final level |  | |  |
| Level complete music | Music played when level is completed |  | |  |
| Start screen music | Music played on the start screen |  | |  |
| Story screen monologue | Monologue played on the story screen |  | |  |