**UNI Game Media Requirements**

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| Name | use | Type | | Created/Sourced |
| Player Graphics | | | | |
| Player Graphic 1 (Biggest) | To represent the player at max slime |  | |  |
| Player graphic 2 (medium) | To represent the player at 50% slime |  | |  |
| Player Graphic 3 (minimum) | To represent player at 10% slime |  | |  |
| 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 | .png | | Created by Alistair Walker (Aseprite) |
| Stationary bounce enemy graphic | To represent stationary bounce enemies | .png | | Created by Alistair Walker (Aseprite) |
| Moving enemy graphic | To represent moving enemies | .png | | Created by Alistair Walker (Aseprite) |
| Flying enemy Graphic | To represent Flying bot enemies | .png | | Created by Alistair Walker (Aseprite) |
| Flying enemy Projectile | To represent flying enemy’s projectile |  | |  |
| Platform Graphics | | | | |
| Volcanic Platform solid | To represent the basic solid platform | .png | | Created by Alistair Walker (Aseprite) |
| Volcanic Platform crumble | To represent a crumbling platform | .png | | Created by Alistair Walker (Aseprite) |
| Volcanic Platform slippery | To represent a slipper platform | .png | | Created by Alistair Walker (Aseprite) |
| Volcanic Platform moving | To represent a moving platform | .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 |  | |  |
| 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 | .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 | .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 |  | |  |