Asset Plan - Team Janus

Our game will need various assets related to rail road tracks. That will includes a starting train station, and ending train station, variety of tracks in different shapes and directions, and other decoration and background textures on the terrain to make the game look good.

For audio, we will need short clicking action sound, sounds for crashing and combining of trains, background music and the sound effects for trains moving. Given there is enough time, we might also incorporate interactive tutorials. Since we do not wish to spend most of the time in asset creation, we will first look online for free models, audio and image, and then create any models if necessary. We will put together the maps and levels in unreal editor. We expect that majority of assets could be obtained online and we will create the terrain ourselves. Estimated time to develop and search for the assets is 10 hours.